WIN WITH Wii ENTER THE SSX BLUR SWEEPSTAKES

NINTENDO POWER®

NP AWARDS 2006 WINNERS!

>HOW TO BUILD
A BETTER CUSTOM ROBO

>REPORTING FOR DUTY
BROTHERS IN ARMS Wii

EXCLUSIVE

POKéMON PERSPECTIVES

THE POK [redacted] REATORS
DIS AND THE
FUTURE OF THE LEGENDARY FRANCHISE.

SPECIAL COLLECTOR'S EDITION!
COVER 1 OF 2
Dialga

MAY 2007, VOLUME 215
U.S. $4.99 CANADA $6.99

EVERYONE
E
Cartoon Violence
ESRB CONTENT RATING www.esrb.org
Wii
SONIC TEAM
SEGA
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*An unknown enemy. An uncharted land.
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100 missions set in a scorching desert, a prehistoric jungle and more.

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GOOD
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TAILS 04
KNUCKLES 05
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40 party games including Sonic and his friends for up to four players.

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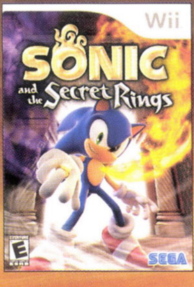
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NINTENDO POWER

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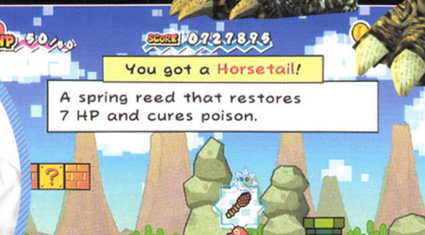

You got a Horsetail!

A spring reed that restores 7 HP and cures poison.

Super Paper Mario includes free botany lessons and much, much more. Pg. 76

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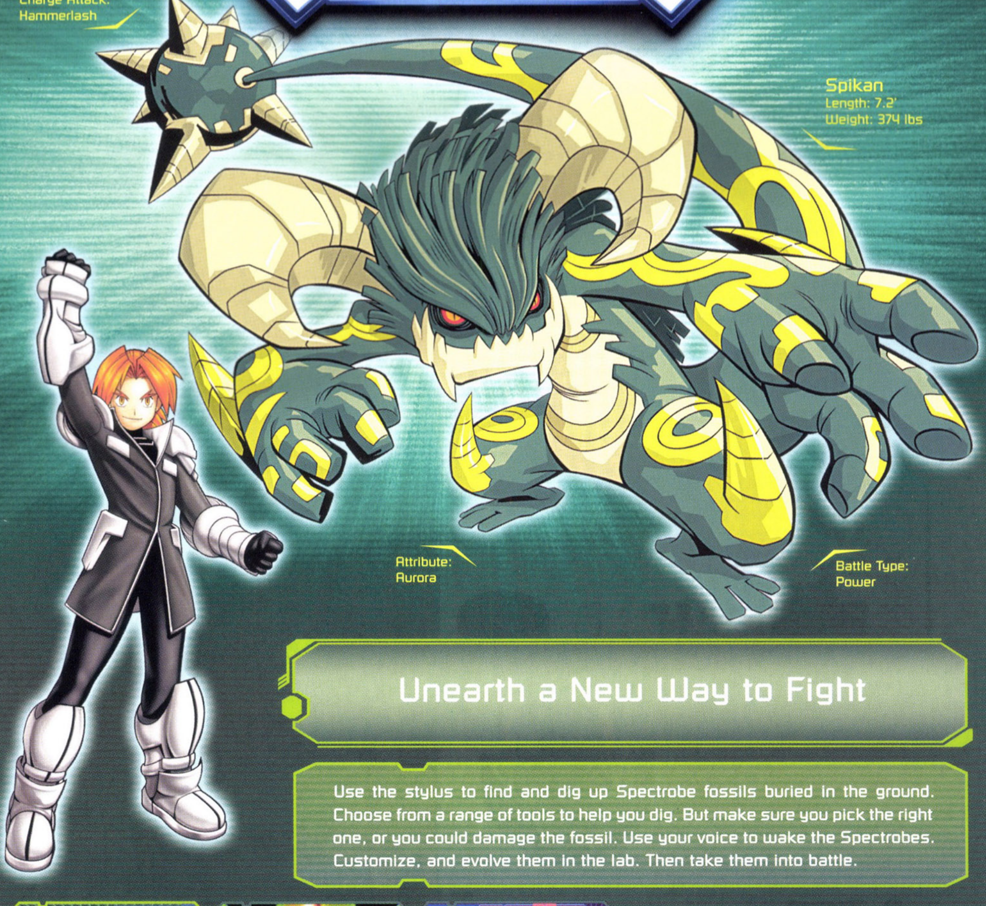
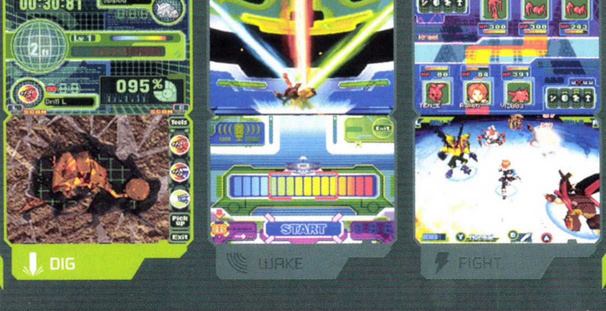
SPECTROBES


Charge Attack:
Hammerlash
Spikan
Length: 7.2'
Weight: 374 lbs
Attribute:
Aurora
Battle Type:
Power

Unearth a New Way to Fight

Use the stylus to find and dig up Spectrobe fossils buried in the ground. Choose from a range of tools to help you dig. But make sure you pick the right one, or you could damage the fossil. Use your voice to wake the Spectrobes. Customize, and evolve them in the lab. Then take them into battle.


00:30:81
095%
START
DIG
WAKE
FIGHT

NINTENDO DS™

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Disney

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CONTENT RATED BY
ESRB
Fantasy violence

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NINTENDO POWER

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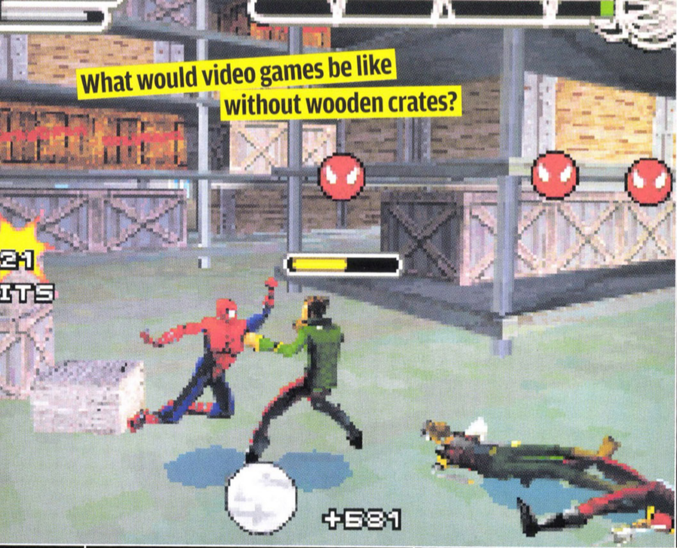
NARUTO HEADS TO COUNCILING AGAIN; WEIRD SCIENCE DOOMS DEATH, JR.; MEDAL OF HONOR REACHES THE FRONT; TIME ACE TAKES TO THE AIR; TOUCHING IS DEAD; SPIDER-MAN HANGS BY A THREAD; AND MORE


What would video games be like without wooden crates?

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かおをよくみて

Must . . . control . . . my . . . toad rage!

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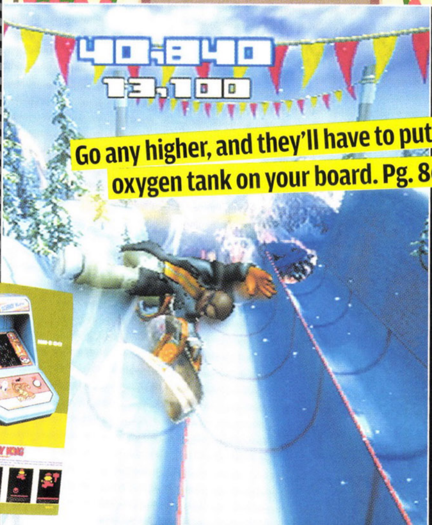

Go any higher, and they'll have to put an oxygen tank on your board. Pg. 86

Crazy Climber
COLECO
DONKEY KONG
BANDAI ELECTRONICS ARCADE

Yeah, right. As if we weren't gonna suggest books with lotsa pictures in 'em. Pg .92

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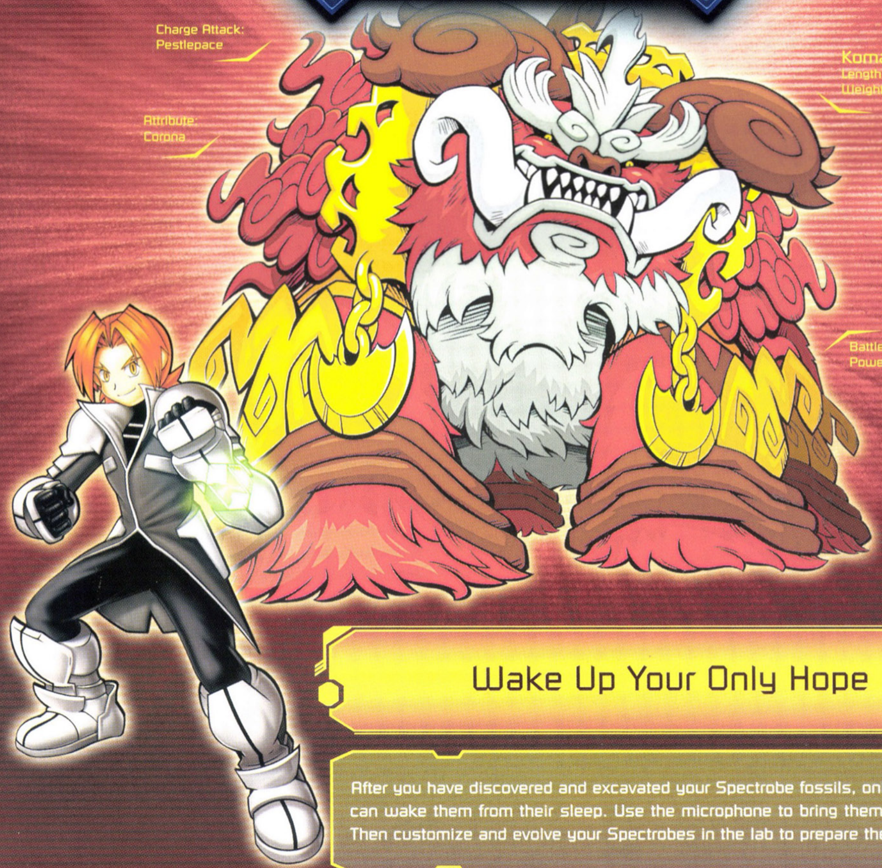
SPECTROBES


Charge Attack:
Pestlepace
Attribute:
Corona
Komadoros
Length: 10.8'
Weight: 2425 lbs
Battle Type:
Power

Wake Up Your Only Hope

After you have discovered and excavated your Spectrobe fossils, only your voice can wake them from their sleep. Use the microphone to bring them back to life. Then customize and evolve your Spectrobes in the lab to prepare them for battle.

00:30:81
095%
Drill L
Tools
Pick Up
Exit

DIG

WAKE

FIGHT

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DS = Nintendo DS
GBA = Game Boy Advance
GCN = Nintendo GameCube
NES = Nintendo Entertainment System
VC = Wii Virtual Console
Wii = Wii

18
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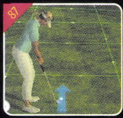

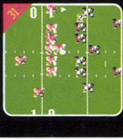

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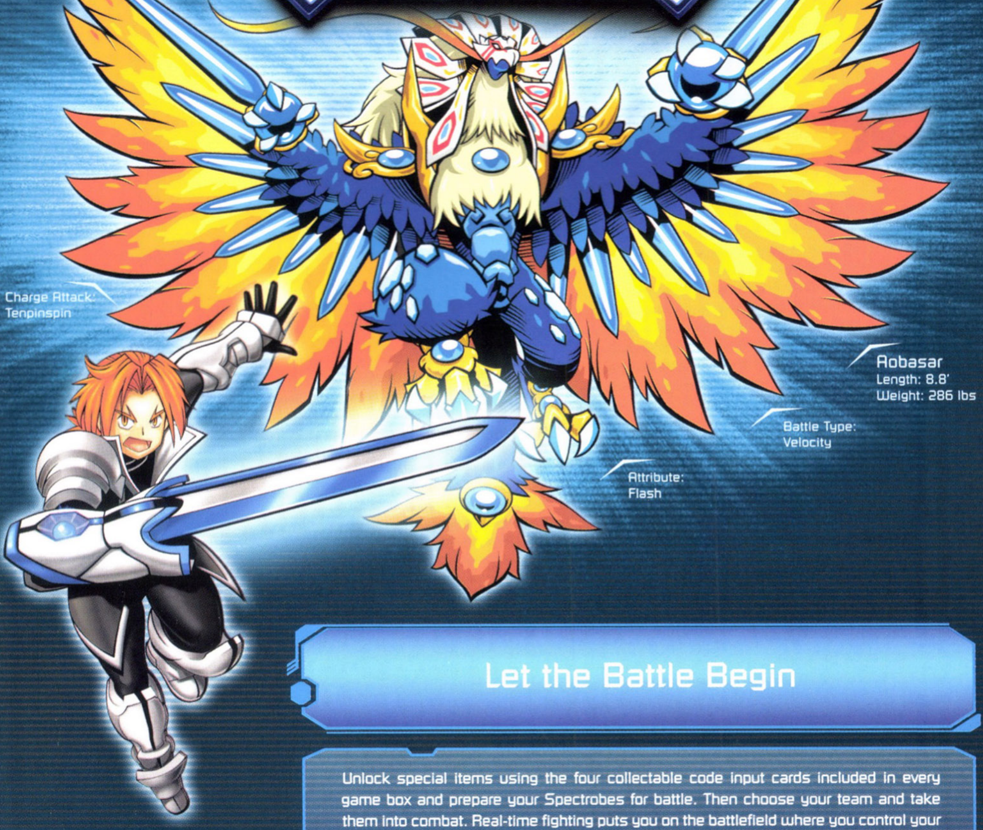
SPECTROBES


Charge Attack:
Tenpinspin
Robasar
Length: 8.8'
Weight: 286 lbs
Battle Type:
Velocity
Attribute:
Flash

Let the Battle Begin

Unlock special items using the four collectable code input cards included in every game box and prepare your Spectrobes for battle. Then choose your team and take them into combat. Real-time fighting puts you on the battlefield where you control your actions and your Spectrobes. Command your army and stop the evil Krawl!

00:30:81
095%
Tools
Pick up
Exit

DIG

WAKE

FIGHT

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SAM'S CLUB

EVERYONE E CONTENT RATED BY ESRB Fantasy violence

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Pulse

CATCH IT ALL

Everything in the Nintendo universe has been on a wild roll for the last few months, from the outrageously successful introduction of Wii to the ongoing sold-out status of DS. In Japan, you can add to that score five million Pokémon Diamond and Pokémon Pearl sales tallied in just a couple of months. With the Pokémon juggernaut ready to roll over North America in April, we thought it would be interesting to look at the games from the perspective of some of the key people behind their creation. And in the spirit of Pokémon, we've created two collectible covers for this issue—featuring Dialga and Palkia—so be sure to catch 'em both!

WIN WITH Wii
NINTENDO POWER
POKéMON PERSPECTIVES
WIN WITH Wii
NINTENDO POWER
POKéMON PERSPECTIVES

The exclusive Pokémon interview is just the beginning of the fun this month. We preview upcoming Wii titles Brothers in Arms: Double Time, Dewy's Adventure, and Godzilla Unleashed. Then we throw writer Chris Hoffman to the octopus (don't ask—read!) to see how cooking-game recipes translate to the real world. In addition, we impart some Custom Robo wisdom, and welcome the arrival of our new writer, Giancarlo Varanini—a grizzled *Official PlayStation Magazine* vet who could no more resist the lure of the Big N than a starving mouse could resist a pungent chunk of Swiss cheese. Finally, we reveal the best games of 2006 as voted by you and the NP crew in the annual Nintendo Power Awards—results that are sure to stir controversy and acrimony across the gaming world! If you don't love this issue, you're just not trying.

Scott Pelland
Managing Editor

LETTERS

NP FOR THE BLOCK

I just want to say that the magazine really has improved over the past couple of months, and I'm happy to see it. But the main reason that I'm sending you guys a shout-out is to ask your opinions on something. You guys tend to write some excellent reviews, and I like to write them myself, as well. I've written a ton of reviews, but possibly the biggest obstacle that I'm facing right now is the dreaded writer's block. Do the professionals have any advice how to get past it?

Kratos215
via the Internet

We're no experts on the subject, but from our experience there really isn't much to it. Bad writers use the term to explain why their stuff sucks; excellent writers use it to write crazy, recursive movie scripts like Adaptation and 8 1/2. The rest of us just suck it up and keep writing.

ROCK THE VOTE

I think the Everybody Votes channel is charming but I think that Nintendo should start using it for more practical things, like market research. Wouldn't it be great if we could vote on what characters got into Super Smash Bros. Brawl, or choose which games we want to see come to the Virtual Console?

Brady
via the Internet

Shh . . . don't tell anyone, but we had the same reaction around here. Of course, do we really need to hold a vote to determine whether EarthBound should be re-released?

OR MAYBE WE DO. . . .

I was recently playing EarthBound and I was thinking that Nintendo should make EarthBound games for the Nintendo DS and the Nintendo Wii. The Wii game could have a load of motion control, from moving the Wii remote to swing your baseball bats, slingshots, etc., to using the nunchuk to solve puzzles. Plus, what could be better than whacking aliens with baseball bats in 3-D? For the DS game you could use the stylus to select options such as attacking or using PSI. The stylus would also be good for puzzles and talking to people by tapping them. Please consider this idea. I'm sure millions of EarthBound fans would be happy.

Alex S.
via the Internet

Well, we suppose we'll never know if you're right until we vote on it.

HIT THE BOOKS

Wouldn't it be cool if you guys did a story on the evolution of Nintendo? You can start from its primeval days of selling Japanese playing cards and continue with its progression all the way up to the Wii. I'm sure we as readers would love to explore the in-depth history of this gaming empire.

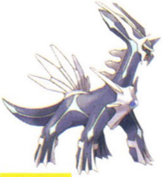
Skeeter101
via the Internet

We've been kicking the idea around forever—It'll happen someday. For now, check out Game Over: Press Start to Continue, *a book about the history of the Big N. And if that strikes your fancy, check out our list of must-read video game books in this month's Community.*

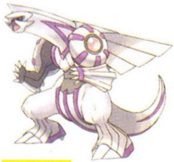
OUR BAD!

PALKIA AND DIALGA SWITCHED

Last month's Pokémon preview (Volume 214, page 76) featured images of the new legendary Pokémon from Pokémon Diamond and Pokémon Pearl. Unfortunately, as several NP readers noted, the Pokémon were mislabelled. The correct names are shown below, and they're featured on this month's two collectible covers. Our apologies to both Dialga and Palkia.



DIALGA



PALKIA

WINTER GAMES

For the last two years, I've entered in an annual cardboard-sled derby. This year I decided to make a Game Boy sled. Here are some pictures.

JPW
via the Internet

Sweet ride! Hopefully next year you can make a Game Boy Sled Color.

THE SHOW MUST GO ON

I have wanted to go to E3 for a few years now and I just read on the Internet that it isn't open to the public anymore. Do you know if this is really true?

Douglas S.
via the Internet

Actually, E3 was never open to the public, but somehow over 50,000 people managed to scrape up industry credentials. In an effort to curb the outrageous costs of previous shows, this year's E3 is going to be a smaller affair that allows us to have more face time with developers. And that's a good thing.

READ ALL ABOUT IT

I've noticed that Wiis are very scarce where I live. I know that I have mine due mostly to luck. Are Wiis scarce everywhere? Why are they so hard to find?

Gamer Z
via the Internet

Unfortunately, you're not alone. While Nintendo is pumping out new Wiis as fast as they can, the demand is simply amazing. Contact your local game store to find out when they expect to receive new Wii shipments.

ANOTHER SUCKER BORN

I downloaded The Legend of Zelda: Ocarina of Time on the Wii Virtual Console, and just minutes later my wife and I discovered that she is pregnant with our second child. It's a pretty eventful day to say the least, but is this a sign that we should name him Link if he's a boy?

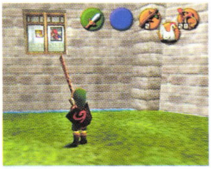
Dustin G.
via the Internet

Absolutely. But if you decide to name him Ganon instead, you better know what you're getting into. . . .

MARIO MOSAIC

What the heck is Mario's picture doing in The Legend of Zelda: Ocarina of time?!? When you sneak into the castle where Zelda is (when you first see her), she will talk to you. When she's finished, look into one of the windows—you'll see pictures of Mario and Yoshi! And in The Legend of Zelda: A Link to the Past his picture shows up, too! When you go to Kakariko Village and you go to one of the houses, his picture is hanging on the wall! Why?

Julian S.
via the Internet



With the Virtual Console release of Ocarina of Time, now's as good a time as any to dredge up this rare cameo. As to why they're in there, your guess is as good as ours. Maybe the same guy created Mario and Zelda or something.

PARENTAL CONTROLS

Hey NP. I was just wondering something. Sure, you turned a non-gamer into a gamer in Volume 213, but what if you tried that test on someone's mom? My mom always goes on and on about how she can't play because she has too much to do; but what if her chores were *eliminated*? You could use my mom as a test subject; she's already volunteered. She says you guys are all talk, but I bet you could prove her wrong.

Mike L.
via the Internet

Here's a suggestion, Mike: Maybe you should help your mom with the laundry once in a while. And would it kill ya to vacuum the living room? Maybe then your mom would have some time to get her Brain Age on.

LET US BE YOUR GUIDE

I was just reading an article on www.nintendo.com that talked about the great Player's Guides that Nintendo Power has released over the years. It gave me an idea: Maybe NP could re-publish classic Player's Guides to correspond with the re-release of games on the Virtual Console? I own some of those classic Player's Guides as well. My favorite is The Legend of Zelda: Ocarina of Time Player's Guide. What makes the Ocarina guide unique is that it was written like a book. It gave you the feeling that you were reading a historical document (well, sort of). It also had a foreword from the creator of Zelda, Shigeru Miyamoto. (If you release Ocarina of Time: Master Quest on the VC maybe you could update the Player's guide to cover both versions, too.) Re-issuing these Player's Guides would be an opportunity for current gamers to enjoy them, and it would allow people like me to have the opportunity to replace some of the guides that I've almost worn out.

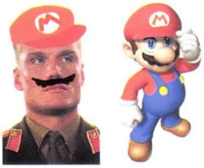
Jason E.
via the Internet

Trust us; it's been discussed. But we'll have to submit an Everybody Votes Channel question to see if there's a demand.

COMRADE MARIO

I was just surfing a website when I saw a movie that has evidence that Mario was actually made by the Russians! For example, Mario's clothes are red, the star that is raised when he beats Bowser is from the Russian flag, and the flag that Mario grabs (have you ever really looked at it closely?) is not a skull, but a peace sign! I'm starting to believe that Mario was just a puppet made for Soviet propaganda! Tell me: Is all of this true?

Tom L.
via the Internet



Sorry, but we don't see the similarities. Besides, Mario's allegiance has always been to the monarchy, as gold-coin-based free-market economy.

MEDICAL MELODIES

I was just looking over the NP Awards nominations, and something doesn't seem right. I looked under the Best Music category, and I was astounded to see Trauma Center: Second Opinion wasn't there. Second Opinion has some of the best in-game music I've ever heard, from the deep and somewhat dramatic music that is played while treating GUILT, to the light and airy tones while the doctors are making fun of each other.

Clayton M.
via the Internet

We agree that the Second Opinion music is good, but we didn't think it was good enough to make the cut. On a side note, reactions to this year's Power Awards nominations have been thankfully light. If the most serious grievance someone has is with the Best Music category, we think we chose pretty well.

SCOUT'S HONOR

My mom wants me to stay in Boy Scouts, which takes up too much time and doesn't give me enough time to play Wii. Because of Boy Scouts, my sister is farther than me in Twilight Princess! Since my mom won't let me quit, is there a way for me to have enough time to do Boy Scouts and play Wii?

Andrew A.
via the Internet

Parlay playing into earning a merit badge, Andrew. When we were going through Scouts they made us wrestle bears to get those suckers. Now they give 'em away like candy. Speaking of which . . .

I am in Boy Scouts (sadly) and to get a merit badge we need to write to a magazine. I'd like to express my thanks for having the top games of the year because they are a great help for me in choosing which games to buy. It would be nice to see more types of games, though. So, if you could put more variety into games, it would be appreciated very much.

Mohonrid
via the Internet

We don't have much control over what kinds of games get made. However, if you want a few techniques on how to take down a grizzly, you can count on us.

ART FOR ART'S SAKE

Hey, have you ever noticed that Castlevania: Portrait of Ruin is almost like Super Mario 64? You know, the whole jumping-into-paintings thing . . . except in Castlevania you could get beat up by zombies and stuff, which is more fun, right?

Spence McC.
via the Internet

Yeah, they're almost the same. Except that they're completely and utterly different.

ONLINE AND LOVING IT

Hello! I just wanted to write and tell you how much I enjoy having a My Nintendo account! When I signed up to My Nintendo I was sent three free issues of Nintendo Power. I have never had a subscription to Nintendo Power, but seeing only one issue has definitely

Whoever designed the Wii and gave it its structural integrity deserves a medal. I was in a car accident that left my car completely totaled. My Wii was in the passenger seat, unbuckled. In the adrenaline-fueled slow motion of the accident I watched with horror as my Wii flew forward. At the exact instant it hit the dashboard, the airbags fired, shooting my Wii into the seatback, then it toppled to the floor. After all the accident reports were filed and everyone was checked out and okay, I got back to my house and plugged my Wii in, only to find that it was completely fine. So thank you, whoever you are, for designing the Wii like you did, because I doubt the warranty extension covers car accidents.

Tyler A.
via the Internet

The Wii goes through a lot of tests before it gets shipped, but getting a five-star crash rating from the NHTSA isn't one of 'em. We've all learned a valuable lesson here, folks: love your Wii at home, belt it in the car.

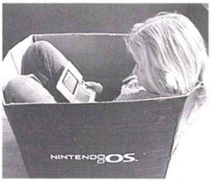
changed my mind! The latest issue (Volume 214) made me so happy, seeing all those Wii previews of new games coming out. And now I can look forward to MySims, Dance Dance Revolution Hottest Party, Prince of Persia: Rival Swords, and especially Super Smash Bros. Brawl!

Hailey F.
via the Internet

BOX PARTY

Hi! I'm Loïs from Alkmaar, Holland. I like to play Nintendo in my custom-made NINTENDOOS that my dad made. (*Doos* means *box* in Dutch.) Cheers!

Loïs L.
via the Internet



We were going to say something snarky, but this picture is just too darling for us to make fun. Dank je!

BRAND-NEW LOOK, SAME GREAT TASTE

I've noticed something recently—a lot of traditional franchises have received a new look for their Wii versions, such as the Sims' new, cuter look in MySims, and DDR's new cel-shadedness. And don't forget Kirby, Link, and Pikachu in Super Smash Bros. Brawl. Does this mean that there will be more re-imaginings like this in the Wii's future? So far, the creators' reasons for making changes have been the same: to have a new look for a new way of gaming. Personally, I don't know what to expect of games in the future. What if Resident Evil looks like Chibi-Robo, for example? (Actually, that sounds like a good idea!) Well, I guess I can't disagree with the creators' decisions, as most of them seem just fine, and the Wii does deserve to have its own games in its own style.

Mediocre Master
via the Internet

You make a good point—developers are seeing the Wii as an opportunity to rethink not only their gameplay controls, but every aspect of their projects. What a great time to be a gamer, huh?

WE'LL SEE WHAT WE CAN DO

I love your magazine and read each issue at least 100 times over to suck all the info I can get out of it. Anyway, I spotted the "legendary offer" of the Zelda: Twilight Princess Player's Guide, soundtrack, and one-year NP subscription. I couldn't pass it up until I thought: it doesn't come with a demented robot monkey with massive bunny ears that lives off of little children. Now I'm unsure about the subscription. Is there any way you guys could throw that into the package?

Anthony H.
via the Internet

Your request sounds reasonable enough. We'll see what we can do and get back to you. Until then, try to get a little more sleep at night.

CORRECTOR'S CORNER

I noticed that you put the Player's Poll form in the wrong place—it usually goes with the contest [Volume 214]. It looks like you swapped it with where the poster should be.

Gabemstr
via the Internet

I wanted to say that you were wrong about Ashli's Tingle Balloon Fight letter [Volume 214]. There *is* a Tingle Balloon Fight, but unfortunately, it's available in Japan only via their Nintendo Club point system. I wanted to clear that up.

Lenny H.
via the Internet

We did a little research, and we owe Ashli an apology. Japan's Club Nintendo is kinda like My Nintendo, but with a different (and rather tough-to-earn) rewards structure. Tingle's Balloon Fight was a DS game they gave away recently to their top-honor members.

In your preview for Escape from Bug Island [Volume 214], you identified the survival-horror title as the first M-rated title for Wii. There were actually two M-rated Wii games before it: Far Cry: Vengeance and Splinter Cell: Double Agent.

Oboewan
via the Internet

You're right. We should have said that Escape from Bug Island is the first M-rated game developed specifically for Wii (the other two titles were remakes of previous versions).

We have one more correction. In Volume 214's Heroes of Mana preview, we were mistakenly provided with two shots from Seiken Densetsu III, a Japanese-exclusive game in the Mana series for the Super Famicom. Only the bottom screenie is from Heroes of Mana.

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VOLUME 215—May 2007
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).
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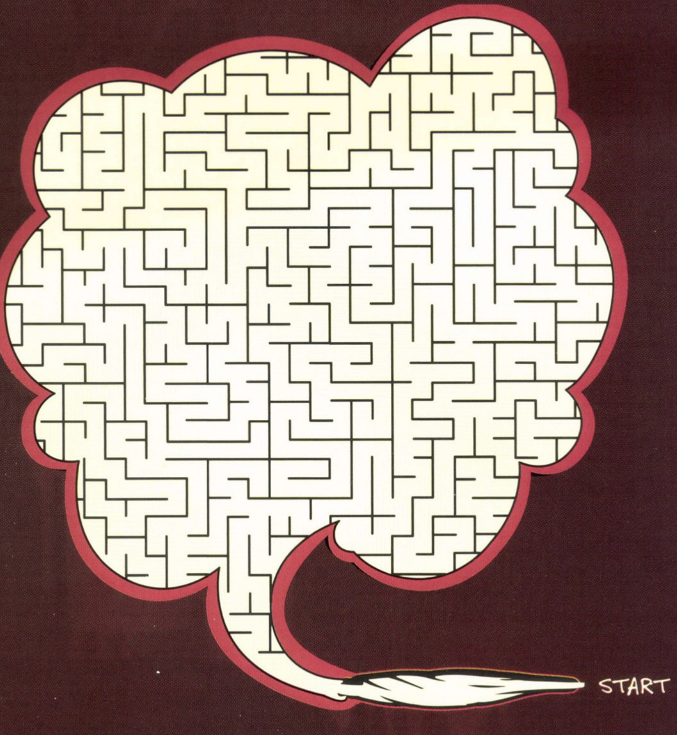

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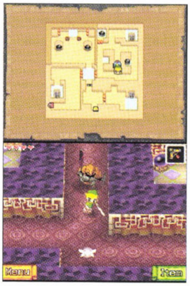
>Wii

1. Super Smash Bros. Brawl
2. Super Mario Galaxy
3. Metroid Prime 3: Corruption
4. Resident Evil: Umbrella Chronicles
5. Fire Emblem



>NINTENDO DS

1. The Legend of Zelda: Phantom Hourglass
2. Pokémon Diamond and Pokémon Pearl
3. Final Fantasy XII: Revenant Wings
4. Final Fantasy Crystal Chronicles: Ring of Fates
5. Dragon Quest IX

TOP SELLERS

>NINTENDO Wii

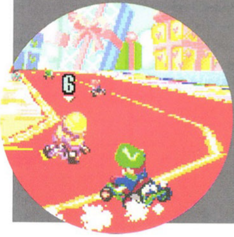
Zelda had a good run, but she wasn't going to stay at the top forever. The Wii remote is getting passed to everyone's favorite flatulator.

1. WarioWare: Smooth Moves
2. The Legend of Zelda: Twilight Princess
3. Rayman Raving Rabbids
4. Madden NFL 07
5. Red Steel
6. Call of Duty 3
7. Super Monkey Ball: Banana Blitz
8. Excite Truck
9. Trauma Center: Second Opinion
10. Elebits

TOP SELLERS

>GAME BOY ADVANCE

The prospect of transferring Pokémon to Pokémon Diamond and Pokémon Pearl has set the GBA Pokémon collection on fire.



1. Pokémon FireRed
2. Pokémon LeafGreen
3. Super Mario Advance
4. Pokémon Mystery Dungeon: Red Rescue Team
5. Super Mario World: Super Mario Advance 2
6. Mario Kart Super Circuit
7. Pokémon Emerald
8. Cars
9. Hot Wheels Stunt Track Challenge
10. Namco Museum

There's no Wi-Fi, but at least you can't snake.

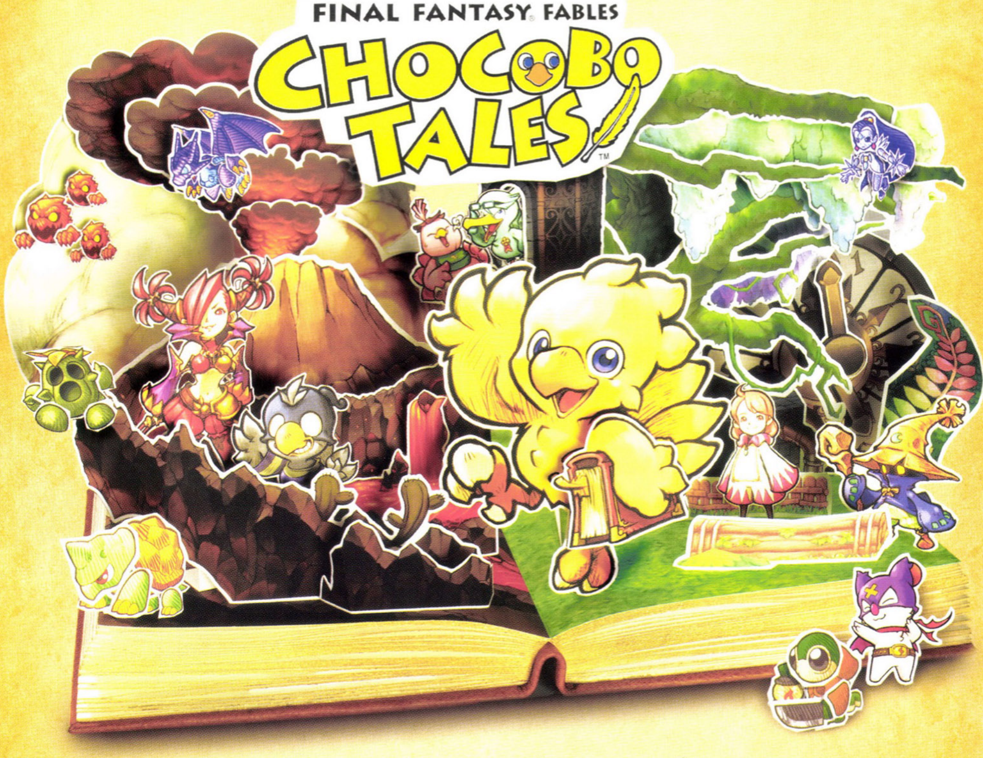
TOP SELLERS

>NINTENDO DS

The dogs have returned to the porch, and they've brought their Simfriends.

1. New Super Mario Bros.
2. Brain Age: Train Your Brain in Minutes a Day!
3. Nintendogs: Dalmatian and Friends
4. Yoshi's Island DS
5. Mario Kart DS
6. Pokémon Mystery Dungeon: Blue Rescue Team
7. Hannah Montana
8. Nintendogs: Dachshund and Friends
9. The Sims 2: Pets
10. Nintendogs: Labrador and Friends

Sales data courtesy of the NPDFunworld TRSTS Video Game Source.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Cactuar
1000 Needles
CP:00
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Lamia
Song
Deal 3 damage.
RED

EVERYONE
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Comic Mischief
Mild Fantasy Violence
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nintendo Wi-Fi connection

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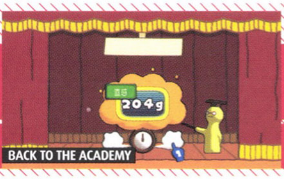

BACK TO THE ACADEMY

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Wii 911

CATCH AND CARRY

A New Revolution

With Pokémon Battle Revolution's exciting connectivity features, the stage is set for your Pokémon to make the leap from the DS to the Wii (and beyond) this summer.

After several months of speculation following its Japanese release, Pokémon Battle Revolution for Wii has been announced for the North American market. In the mold of Pokémon Colosseum and Pokémon XD, Pokémon Battle Revolution brings all the thrills of Pokémon combat to the big screen. It will offer 10 colosseums for you to battle in, some of which will have their own specific rules. But it's more than just a battle hall: the Wii's interactivity breathes new life into classic Pokémon melees.

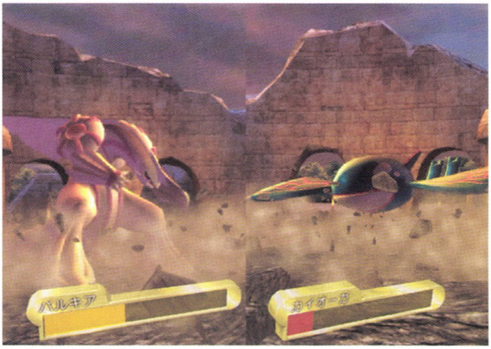
The Wii-to-DS connectivity feature allows you to transfer your Pokémon Diamond or Pokémon Pearl team wirelessly into Pokémon Battle Revolution, and to use your Nintendo DS to conduct the battles. The DS's touch screen will provide you with all the necessary controls, as well as keep your best moves hidden from your opponent's watchful eyes.

Like Pokémon Diamond and Pokémon Pearl, Pokémon Battle Revolution will allow you to battle other Trainers via Wi-Fi. This will be the first Wii title that lets you play online in real time with other people.

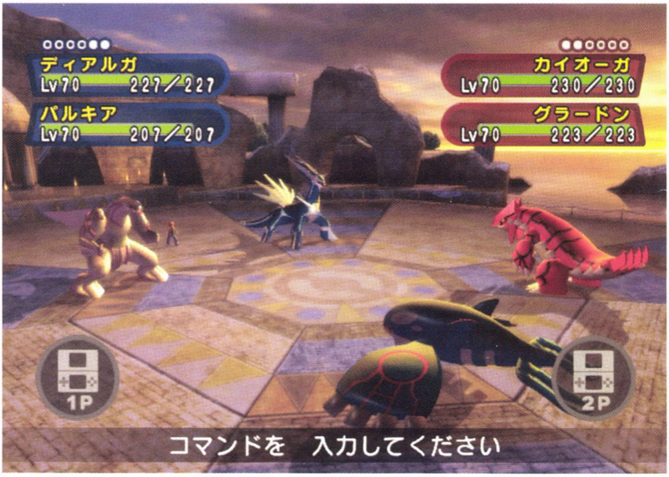
Judging by what we've seen, Pokémon Battle Revolution's graphics will display your team members like never before. It will include simultaneous visuals for attacks that hit more than one Pokémon in Double Battles (such as Earthquake hitting Palkia and Kyogre in the screenshot, above-left), and updated looks for many of the traditional moves.

Pokémon Battle Revolution is set to hit stores on June 25. We'll have more information leading up to its launch over the next several months.

—Chris S.



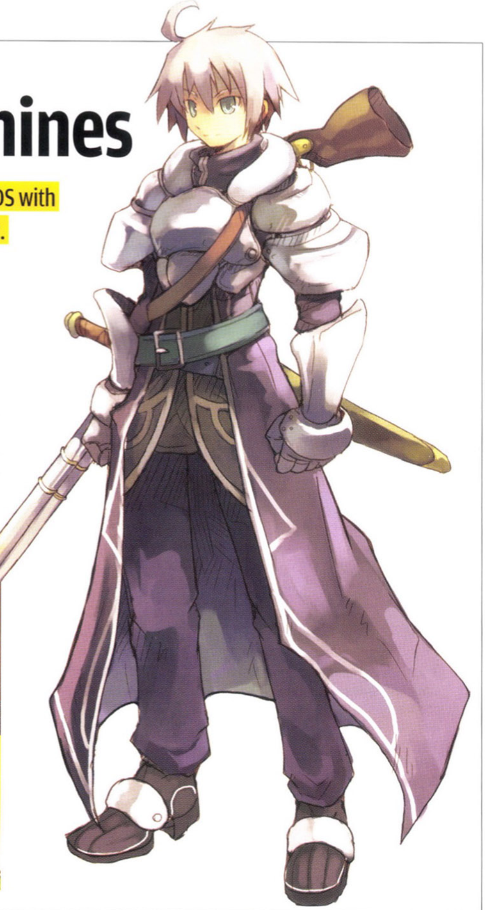
Pokémon Battle Revolution will feature stunning new locales for your Pokémon to duke it out. (Please note that these screenshots are from the Japanese version of the game.)



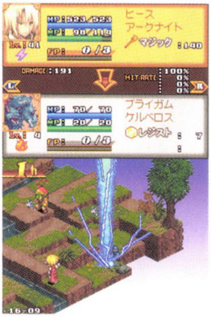
ARC DE TRIUMPH

Atlus's Latest Shines

Traditional strategic fantasy role-playing heads to DS with Atlus's North American acquisition of Luminous Arc.



The good news: A deity is about to be reborn and usher in a new age of peace and prosperity. The bad news: Before that happens, a group of witches is predicted to return to revive a millennia-old conflict. The great news: The game in which this plays out, Luminous Arc for the DS, is coming to North America later this year courtesy of Atlus. Recently released in Japan, Luminous Arc is a traditional isometric-view strategy RPG in which you'll take control of a group of warriors that's been trained since childhood to combat the witch menace. In addition to laying down the hurt with a cast of stunningly designed warriors via grid-oriented, turn-based combat, you'll get to strengthen bonds between characters by the actions you take on the battlefield, create new weapons and equipment, and engage in dialogue-driven adventure sequences, all while the tunes of composer Yasunori Mitsuda (of Chrono Trigger fame) play in the background. Throw in a full touch-driven control option and multiplayer gameplay (over both local wireless and Nintendo Wi-Fi Connection), and you have a game with a future that could be as bright as its name indicates. —Chris H.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FP: 0/3
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マジック :140
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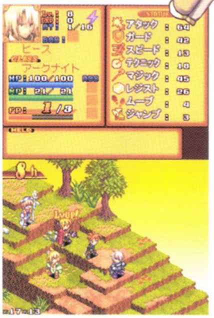
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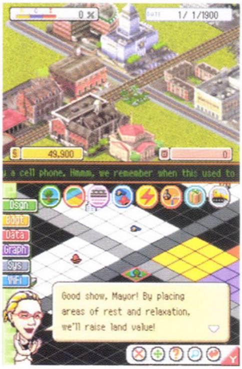
テクニック : 18
マジック : 45
レジスト : 26
ムーブ : 4
ジャンプ : 3
HELP
8h
Lvup!
17-13

URBAN RENEWAL

SimCity Builds on DS

Will Wright's classic city simulator is headed to DS in North America later this year, with an emphasis on interactivity and connectivity.

SimCity versions have appeared on everything from Macintosh to Game Boy Advance, but never before has a platform given the game's creators so much new material to work with. Takahiro Murakami, producer of EA's SimCity DS, notes, "The unique Nintendo DS functionalities inspired us to incorporate many new features....." Among those features is the use of the dual screens to give budding urban planners simultaneous views of their city and its infrastructure. Players can use the stylus and touch screen for direct control of virtually every aspect of city-building, and they can even use the microphone to blow out fires during the signature emergencies that impact cities. Even better, the DS version of the game includes Sister City communications between players. —Scott P.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a cell phone. Hmmm, we remember when this used to

Good show, Mayor! By placing areas of rest and relaxation, we'll raise land value!

In previous versions of SimCity, players had to switch between views of the city and its underlying infrastructure to reveal locations of urban planning zones, sewer connections, and police and fire coverage among, other vital types of information. No longer, thanks to the DS's two screens. Let the dozers roll!

Wii BITS

Z on Wii

Zorro makes his mark with remote control.

Destiny of Zorro, developed by Pronto Games, pits the sword-swishing hero against arch villain Calavera in an adventure that is sure to involve plenty of Wii-remote acrobatics. Keep watching NP for news about a North American publisher and release date.

The Champ is Here

John Cena and co. get ready to lay smack down.

During a recent conference call with investors, THQ president Brian Farrel stated that his company has new WWE titles in development for Wii and DS. Expect more details soon.

The Hunt Is On

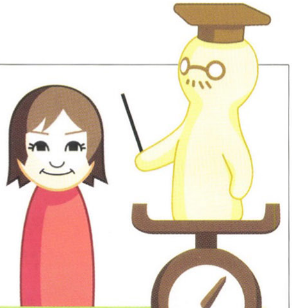
Rockstar Games gives chase on Wii.

Rockstar Games announced that Manhunt 2 is coming to Wii, and that the game, set in a mental hospital, will be every bit as suspenseful (and undoubtedly as violent) as its predecessor. Look for it this summer.

Wii
manhunt 2
RP
R

NINTENDO BRAIN POWER

Ring the Bell

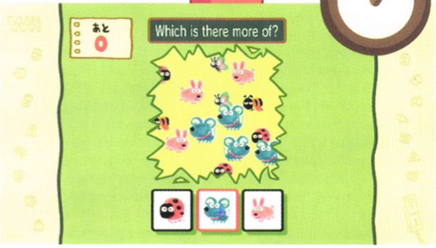


A new session of Big Brain Academy to be offered on Wii. Enroll now!

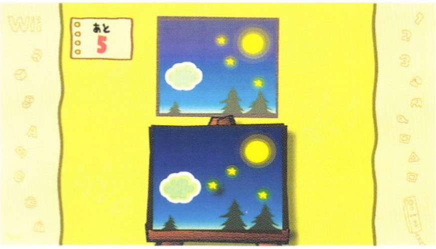
Students who have completed their learning from the DS's Big Brain Academy can graduate and experience a whole new class of mental trickery and brain-twisting puzzles in Big Brain Academy for Wii. The tests of your mental fortitude fall into several categories, each with its own set of unique activities designed to push your lobes to their limits. In addition, the Wii version includes 15 activities never before seen in the academy's halls and three new multiplayer modes that will bring some competitive elements to the game.

Naturally, Wii-specific features also play a role. When you create a student profile, you can choose any one of your Miis to represent you in the game. Additionally, WiiConnect24 works with Big Brain Academy, allowing Miis based on student-profile data from other players to appear in your game. You can then compete against those Miis in any of the multiplayer modes, so you probably won't have trouble finding other brains to compete against.

With features like these, you may just be able to declare yourself the smartest person on the entire planet! —Giancarlo V.



Sure, it may look easy here, but when the clock's ticking and the image stays blurry longer than normal, this can be quite a challenge.



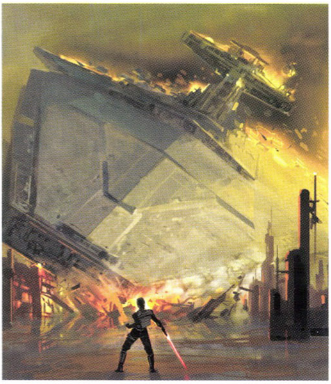
No, that's not quite right. You have to match the objects in the lower image with the image on top. (Please note that these screenshots are from the Japanese version of the game.)

THE FORCE IS WITH YOU, ALWAYS

Dark Side Story

Star Wars: The Force Unleashed for DS reveals details about the franchise's powers with a story crafted by George Lucas.

You haven't seen the last of Darth Vader. In fact, in *Star Wars*: The Force Unleashed for DS, he's your mentor for a round of Jedi-smashing action the likes of which you've never experienced. The game takes place during the story-rich period between Episodes III and IV, in which Vader tightens his grip on the Jedi. As the villain's secret apprentice, you learn a Force that has been dramatically reimagined to let you lift targets, toss them, and even hit them with lightning bolts. Not only will your mastery of the Force affect other fighters, but it will stir up the environment, as illustrated in early concept art. Additionally, the story will change based on your actions. A new line of toys and comics will accompany the game's release. —George S.

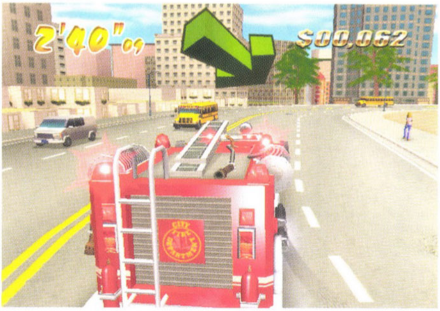


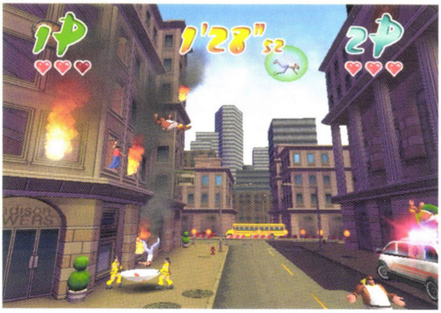
CRAZY AMBULANCE

Rapid-Fire Rescue

Emergency Mayhem puts your need for speed to a heroic purpose as you race from one bizarre crisis to another.

Although it's sure to draw comparisons to arcade classic Crazy Taxi, Codemasters' Emergency Mayhem—due this June for Wii—has you speeding through its streets for reasons far nobler than accumulating outrageous currency. With the entire city in chaos, you'll get behind the wheel of a police cruiser, fire truck, or ambulance and rush from one emergency call to the next, weaving through traffic and seeking out shortcuts (through the city's subterranean railway tunnels, for example) to reach your destination in time. Once you arrive on the scene, you'll engage in one of Emergency Mayhem's arcade-style minigames, which employ the Wii's motion-sensitive controls for a variety of functions. Missions range from putting out fires and defusing bombs to more-dire objectives such as reining in radioactive beavers and chasing down kebab vans suspected of trafficking rancid meat. (Is there any greater crisis in this world than a bad kebab?) The more emergencies you successfully resolve, the more cash the city's mayor will award you to upgrade your vehicles. It sounds like a promising concept; let's hope the game's development avoids any mayhem of its own. —Steve T.





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GAME WATCH FORECAST

It's been another fairly busy month for new Wii announcements, and publishers are only getting started. Expect some *major* unveilings in the coming months, starting with next issue's exclusive cover story.

Game Title — Publisher — ●●●
Game Title — Publisher — ●●● —New games added to the list
Announced
In Development
Ready for Release

Wii

Game Title	Publisher	
Alien Syndrome	Sega	●●○
Battalion Wars 2	Nintendo	●●○
Big Brain Academy	Nintendo	●●○
The Bigs	2K Sports	●○○
Bionicle Heroes	Eidos	●●○
Blazing Angels: Squadrons of WW II	Ubisoft	●●●
Blitz: The League	Midway	●●○
Brothers in Arms: Double Time*	Ubisoft	●●○
Brunswick Pro Bowling	Crave	●○○
Bust-A-Move Bash!	Majesco	●●○
Cooking Mama: Cook Off	Majesco	●●○
Cosmic Family	Ubisoft	●●●
Dance Dance Revolution Hottest Party	Konami	●●○
Destiny of Zorro	TBD	●●○
Dewy's Adventure*	Konami	●●○
Disaster: Day of Crisis	Nintendo	●●○
Dragon Quest Swords: The Masked Queen and the Tower of Mirrors	Square Enix	●●○
Driver: Parallel Lines	Ubisoft	●●○
Emergency Mayhem	Codemasters	●●○
Escape from Bug Island	Eidos	●●○
Fantastic Four: Rise of the Silver Surfer	2K Games	●●○
Final Fantasy Crystal Chronicles: Crystal Bearers	Square Enix	●●○
Fire Emblem*	Nintendo	●●○
The Godfather	Electronic Arts	●●○
Godzilla: Unleashed	Atari	●●○
The Golden Compass	Sega	●○○
Harvest Moon Wii*	Natsume	●●○
Heatseeker	Codemasters	●●●
Kororinpa: Marble Mania	Konami	●●●
Legend of the Dragon	American Game Factory	●●○
Line Rider	inXile	●○○
Looney Tunes*	Warner Bros. Interactive	●●○
Manhunt 2	Rockstar	●○○
Mario Party 8	Nintendo	●●○
Mario Strikers: Charged	Nintendo	●●○
Medal of Honor: Vanguard	Electronic Arts	●●○
Meet the Robinsons	Disney Interactive	●●●
Mercury Meltdown Revolution	Ignition	●●○
Metroid Prime 3: Corruption	Nintendo	●●○
Mortal Kombat: Armageddon	Midway	●●○
Naruto: Clash of Ninja Wii*	D3PA/Tomy	●●○
One Piece: Unlimited Adventure	Namco Bandai	●●○
Pirates of the Caribbean: At World's End	Disney Interactive	●●○
Pokémon Battle Revolution	Nintendo	●●○
Prince of Persia: Rival Swords	Ubisoft	●●●
Project H.A.M.M.E.R.	Nintendo	●●○
Samurai Slash*	Koei	●●○
Shrek the Third	Activision	●○○
Space Station Tycoon	Namco Bandai	●●○
SSX Blur	EA Sports	●●●
Super Mario Galaxy	Nintendo	●●○
Super Paper Mario	Nintendo	●●○
Super Smash Bros. Brawl	Nintendo	●●○
Tamagotchi: Party On!	Namco Bandai	●●○
Tiger Woods PGA Tour '07	EA Sports	●●●
TMNT	Ubisoft	●●●
Transformers: The Game	Activision	●○○
Wing Island	Hudson Soft	●●●

NEWS BYTES

Opera Scores on DS

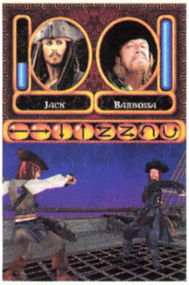
Surf the Web on your DS.

Beginning this summer, DS owners will be able to connect via Wi-Fi to the Internet with the Opera-powered Nintendo DS Browser. Surfers can visit websites, read and send e-mail, and even optimize page presentations for the DS. The touch screen interface is a natural, giving users pinpoint control as they surf.

Pirates Drop Anchor

Captain Jack Sparrow invades Wii and DS.

Avast, mateys! Video game versions of upcoming movie sequel Pirates of the Caribbean: At World's End are setting sail on Wii and DS this May. Look for more info on both games next issue, but for now feast your eyes on the DS version, which features 16 stages and 10 boss duels.



Clover Sprouts Seeds

Ex-Capcom staff form new development studio.

Gamers wept when Viewtiful Joe and Okami developer Clover Studios shut its doors late last year. Well, wipe away those tears. Atsushi Inaba, Hideki Kamiya, and Shinji Mikami have announced the formation of a new development studio called Seeds.

NINTENDO DS

Game Title	Publisher	
A Boy and His Blob	Majesco	●●○
Asphalt: Urban GT 2	Ubisoft	●●○
Biker Mice from Mars	American Game Factory	●○○
Brothers in Arms DS*	Ubisoft	●●○
Build a Bear	American Game Factory	●○○
Cake Mania	Majesco	●●○
California Games	System 3	●●○
Cameltry	TBA	●●○
Chibi-Robo: Park Patrol	Nintendo	●●○
Chronos Twin	Lexicon	●●○
Code Lyoko	American Game Factory	●●○
Cookie & Cream	Agetec	●●○
Custom Robo Arena	Nintendo	●●●
Death, Jr. and the Science Fair of Doom	Konami	●●○
Diner Dash	Eidos	●●○
DK King of Swing DS*	Nintendo	●●○
Dragon Ball Z: Harukanaru Densetsu	Atari	●●○
Dragon Quest IX*	Square Enix	●●○
Drake & Josh	THQ	●○○
DS Air*	Nintendo	●●○
Dynasty Warriors*	Koei	●●○
Etrian Odyssey	Atlus	●●○
Europa Universalis II	Pocket PC	●●○
F-24 Stealth Fighter	Majesco	●●●
Fantastic Four: Rise of the Silver Surfer	2K Games	●●○
Final Fantasy XII: Revenant Wings	Square Enix	●●○
Final Fantasy Crystal Chronicles: Ring of Fates	Square Enix	●●○
Final Fantasy Fables: Chocobo Tales	Square Enix	●●○
Flipper Critters	Ignition	●●○
The Golden Compass	Sega	●○○
GoPets	Konami	●●○
Hardcore Pool	UFO Interactive	●●○
Heroes of Mana	Square Enix	●●○
Honeycomb Beat	Hudson Soft	●●●
Impossible Mission	System 3	●●○
Indiana Jones 2007*	LucasArts	●○○
Legend of the River King*	Natsume	●○○
The Legend of Zelda: Four Swords*	Nintendo	●○○
The Legend of Zelda: Phantom Hourglass	Nintendo	●●○
Line Rider	inXile	●○○
Lost in Blue 2	Konami	●●●
Luminous Arc	Atlus	●●○
M&M's Break 'Em	Destination	●●○
Major League Baseball 2K7	2K Sports	●●○
Meet the Robinsons	Disney Interactive	●●●
Mega Man Star Force	Capcom	●●○
Monster Rancher*	Tecmo	●○○
Moonlight Fables*	Majesco	●○○
Nanostray 2	TBD	●●○
Naruto: Ninja Council 3	D3PA	●●○
One Piece*	Namco Bandai	●●○
Panzer Tactics DS*	CDV Software	●●○
Paws & Claws: Pet Vet	THQ	●●○
Pet Alien	American Game Factory	●●○
Pirates of the Caribbean: At World's End	Disney Interactive	●●○
Pogo Island	EA	●●●
Pokémon Diamond	Nintendo	●●○
Pokémon Pearl	Nintendo	●●○
Pony Friends	Eidos	●●○
Princess Natasha: Student, Secret Agent, Princess	Destination	●●○
Purr Pals	Crave	●●○
Puzzle de Harvest Moon	Natsume	●●○
Puzzle Quest: Challenge of the Warlords	D3PA	●●●
Rune Factory: A Fantasy Harvest Moon	Natsume	●●○
The Settlers	Ubisoft	●●○
Shrek Smash and Crash Racing	Activision	●●○
Shrek the Third	Activision	●●○
SimCity DS	Electronic Arts	●●○
SNK vs. Capcom Card Fighters DS	SNK	●●●
Star Wars: The Force Unleashed	LucasArts	●○○
Tank Beat	O3	●●○
Theme Park	Electronic Arts	●●●
Time Ace	Konami	●●○
Toon-Doku	Majesco	●●○
Touch the Dead	Eidos	●●○
Touchmaster	Midway	●●○
Transformers: The Game	Activision	●●○
Ultimate Brain Games	Telegames	●●○
Ultimate Card Games	Telegames	●●○
Ultimate Pocket Games	Telegames	●●○
Undercover: Dual Motives	Anaconda	●○○
Yu-Gi-Oh! World Championship 2007	Konami	●●●
Zendoku	Eidos	●●○
Zoey 101	THQ	●○○

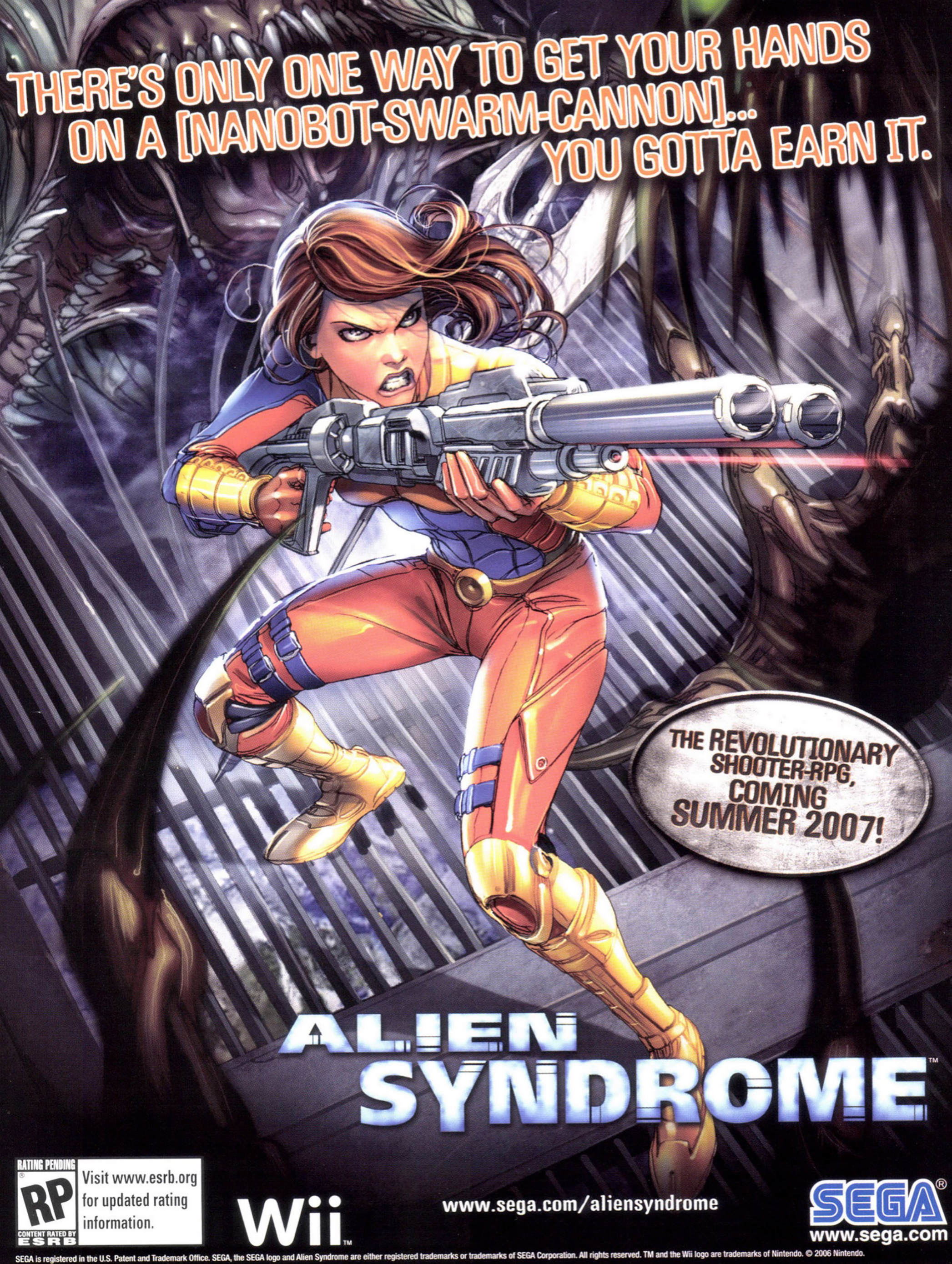
NINTENDO GAMECUBE

Game Title	Publisher	
Backyard Baseball 2007	Atari	●●○
Backyard Basketball 2007	Atari	●○○
Backyard Football 2007	Atari	●○○
Foodfight!	Global Star	●●○
Meet the Robinsons	Disney Interactive	●●●
Mini-Golf Mayhem	Crave	●○○
Radio Allergy	O3	●●●
TMNT	Ubisoft	●●○
World Championship Poker	Crave	●●○

GAME BOY ADVANCE

Game Title	Publisher	
ATV: Thunder Ridge Riders	Destination	●●○
Camp Lazlo: Leaky Lake Games	Crave	●●○
Danny Phantom: Urban Jungle	THQ	●●○
Drake & Josh	THQ	●●●
Family Feud	Global Star	●●○
Foodfight!	Global Star	●●○
Hardcore Pool	UFO Interactive	●●○
Hot Wheels: All Out	Destination	●●○
Hugo: Bukkazoom	Namco Bandai	●●○
Koala Brothers: Outback Adventures	American Game Factory	●●○
Legend of the River King Advance	Natsume	●●○
Little Einsteins	Disney Interactive	●●○
Meet the Robinsons	Disney Interactive	●●●
Metal Slug	SNK	●●○
Monster Truck Mayhem	Destination	●●○
Petz Vet	Ubisoft	●●○
Pirate Battle	Orbital	●●○
The Proud Family	Disney	●●○
Santa Claus Saves the Earth	Telegames	●●○
Shrek the Third	Activision	●●○
Spider-Man: Battle for New York	Activision	●●○
Super Robot Monkey Team Hyperforce Go!	Disney	●○○
Ultimate Pocket Games	Telegames	●●○
Ultimate Puzzle Games	Telegames	●●○
Ultimate Table Games	Telegames	●●○
VeggieTales: LarryBoy and the Bad Apple	Crave	●●○
W.I.T.C.H.	Disney Interactive	●○○
World Poker Tour 2K6	2K Sports	●○○
World Reborn	Destination	●●○
X-Bladez: Inline Skater	Crave	●●○
Xyanide	Playlogic	●○○

* Tentative title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SUPER SMASH BROS. Brawl

Wii SMASH FILES #10

FIRST GAME APPEARANCE:

Metroid - NES (1987)

KNOWN FOR:

Collecting bounties, bashing brains, being surprisingly feminine

BIOGRAPHY:

Respected by friend and foe alike, Samus Aran is known and feared as one of the toughest bounty hunters in the galaxy. Samus's battles against the parasitic Metroid life-forms and the vile Space Pirates are nothing short of legendary—she's encountered and thwarted both numerous times while on missions for the Galactic Federation. Even though she's human, Samus was raised by the Chozo—the same alien race responsible for creating her intimidating Power Suit. Not only does the suit act as armor, but it can be equipped with an assortment of upgrades that grant Samus a wide array of offensive, defensive, and reflex-enhancing capabilities.

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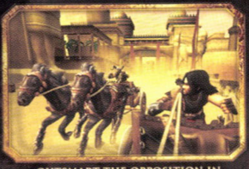
DEVASTATE YOUR ENEMIES WITH STEALTHY SPEED KILLS BY TIMING YOUR CONTROLLER MOVEMENT.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Blood
Violence

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Wii™

UBISOFT

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Code Lyoko Pg. 28
Death, Jr. and the Science Fair of Doom Pg. 25
Diner Dash Pg. 28
Medal of Honor: Vanguard Pg. 25
Naruto: Ninja Council 3 Pg. 24
Spider-Man 3 Pg. 27
Time Ace Pg. 26
Touch the Dead Pg. 26

Ninja 101

> NARUTO: NINJA COUNCIL 3

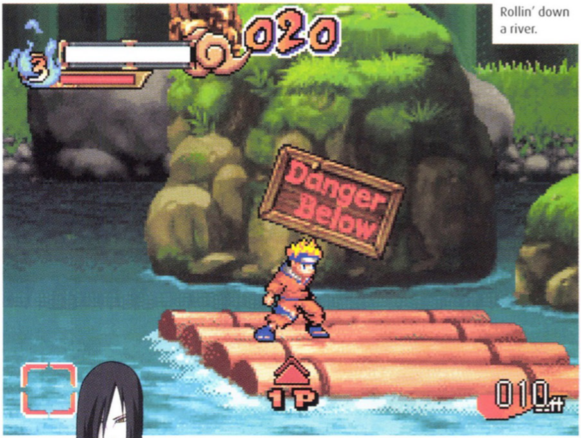
PLATFORM: DS • PUBLISHER: D3PA/TOMY
DEVELOPER: ASPECT • RELEASE: MAY 2007

It's not exactly a secret that the Naruto manga and animated series have grown by leaps and bounds in popularity over the past few years—the kids wearing trademark Naruto headbands on the bus are a testament to that. So, it's not surprising that the game incarnations of the franchise continue to sell decently and spawn sequels, like the third game in the Ninja Council series for the DS. Much like its predecessors, Ninja Council 3 focuses on combat between the ninja students and their rivals.

You start the game with a single character, Naruto Uzumaki, but you unlock several other key characters from the series after completing a single mission. To unlock more missions, you simply have to progress through any of the ones already available. Fortunately, you can complete missions in pretty much any order, and as you earn your keep as a student of ninjitsu you unlock even more characters. There are 26 of them total, so fans of the series will likely find a couple of their favorites.

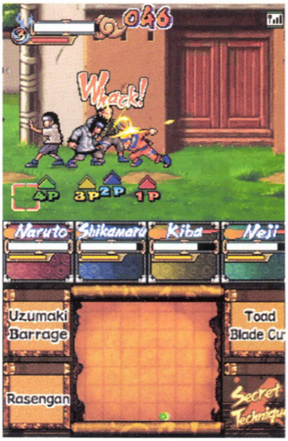
Unlike some of the console Naruto games, all battles take place within multitiered environments that are based on the manga and the animated series. They're comfortably large, giving the characters plenty of room to do their standard punch and kick combinations, throws, long ninja jumps, and secret techniques (otherwise known as special moves). It's worth pointing out that you can customize a character's secret techniques before bringing him into battle, but some characters will have access to only a few of them initially. Each secret technique uses chakra—mystical energy that you store over the course of a fight. Once you're ready to go, you just tap the corresponding secret technique on the touch screen to have your character perform it—assuming you match up all of the special Chinese symbols that appear in the bottom screen as well.

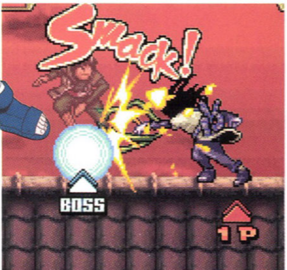
Of course, you won't be fighting in every mission. Some require that you find a number of items within a time limit. Nothing's more important to a ninja than fighting other ninjas and finding random hidden scrolls inside boulders. It sounds totally crazy, but to Naruto fans, it all makes sense. —GIANCARLO V.



Rollin' down a river.

Are you ready to get schooled?



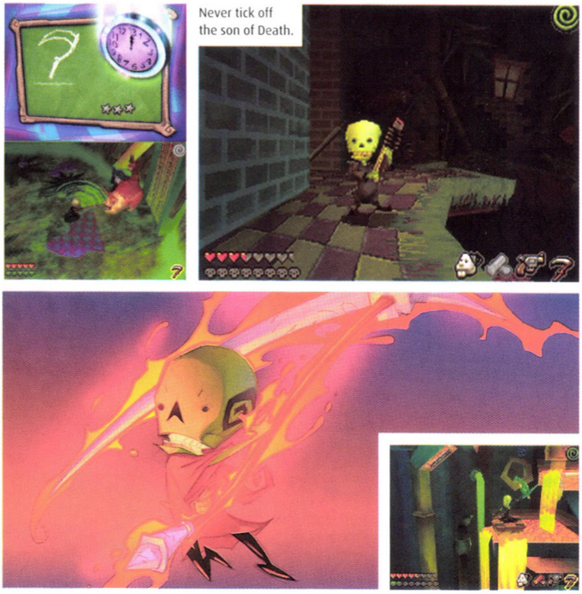


Dead and Loving It

>DEATH, JR. AND THE SCIENCE FAIR OF DOOM

PLATFORM: **DS** • PUBLISHER: **KONAMI**
DEVELOPER: **BACKBONE ENT.** • RELEASE: **MAY 2007**

Kids, when your next science fair rolls around, take a lesson from Death, Jr. and pals: do not apply heavy doses of radiation to a rabbit that's been augmented with demon parts. In Death, Jr.'s case, the irradiated demon particles open up an extradimensional rift that transforms his school into a world of evil—leading to plenty of demonic mayhem and comically twisted action. Like previous Death, Jr. games, Science Fair of Doom combines platforming with shooting and melee combat, but now with additional puzzle elements and DS-exclusive twists. You can unleash DJ's ever-growing arsenal by either pressing the A Button or tapping the touch screen, and by switching control to Pandora (DJ's would-be girlfriend, who's been turned into a ghost), you can investigate the spirit realm to activate hidden switches and collect enemy souls, which are used to solve puzzles. You'll have to conquer four worlds—the playground, shop class, the cafeteria, and the boiler room—to put things right. —CHRIS H.



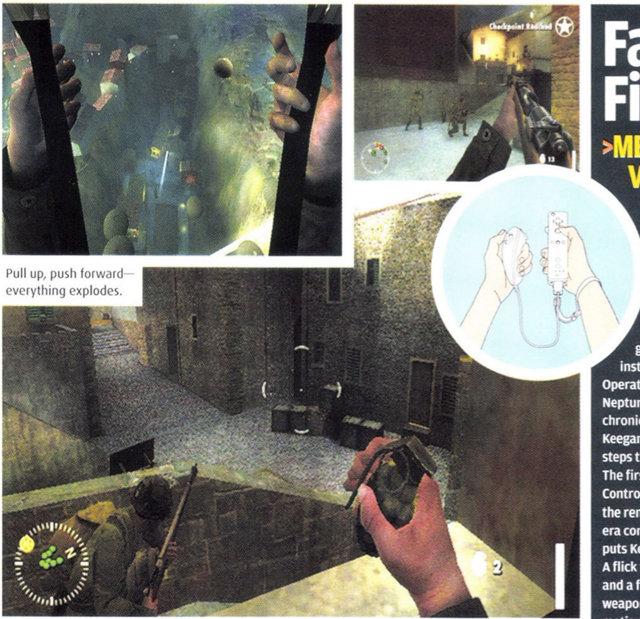
Never tick off the son of Death.

Famous Firsts

>MEDAL OF HONOR: VANGUARD

PLATFORM: **Wii** • PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **EA LA** • RELEASE: **MARCH 2007**

The subtitle of the Medal of Honor franchise's initial salvo on Wii refers to the 82nd Airborne Division's status as the first group of paratroopers to drop into occupied Europe—the vanguard of an effort that would become instrumental in Allied victory. Starting with Operation Husky and moving through Operations Neptune, Market Garden, and Varsity, the game chronicles the story of fictional soldier Frank Keegan as he and his unit make monumental steps through the continent and into Germany. The first-person shooter uses the nunchuk's Control Stick for basic character movement and the remote's pointer for weapon aiming and camera control. Downward motion of the nunchuk puts Keegan into a crouch, then a prone position. A flick to the left makes him pivot 180 degrees and a flick to the right causes him to reload his weapon. Parachuting and melee fighting are also motion-controlled. —GEORGE S.



Pull up, push forward—everything explodes.

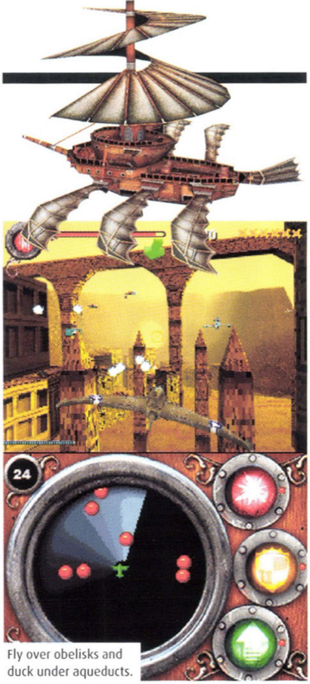
My, How Time Flies

>TIME ACE

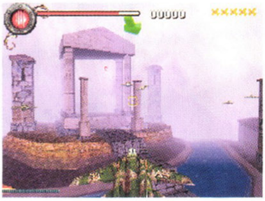
PLATFORM: DS • PUBLISHER: KONAMI
DEVELOPER: TRAINWRECK STUDIOS • RELEASE: JUNE 2007

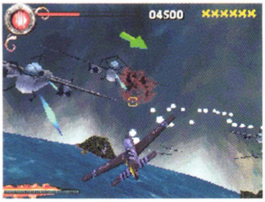
Konami insists that Time Ace is not a sequel to their classic arcade shooter Time Pilot, but the similarities are plain: in both games you take airplanes from one period and fly them in combat in another. However, Time Ace takes advantage of the 25-year time warp between the two titles by adapting the top-down quarter-eater into a slick, 3-D action game.

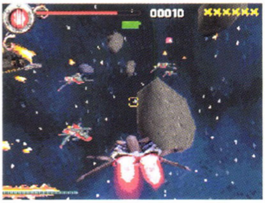
Time Ace goes well beyond the standard aerial shooter by allowing much freer movement around the level. You're still limited to a rather straightforward path that directs you from one objective to the next, but your space to maneuver is larger than in most games of this type, giving you room to chase enemies and engage in dogfights. You can also reverse your course to pick up items or chase down enemies; flying backward through stages is even necessary to hit certain targets. Although the version we played was clearly still in development, the graphics were already impressive; the future (and the past) looks bright for Time Ace, landing on DS this spring. —CHRIS S.



Fly over obelisks and duck under aqueducts.





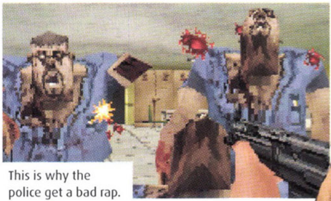


Flesh-Eating Fun

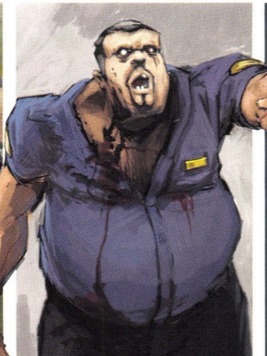
>TOUCH THE DEAD

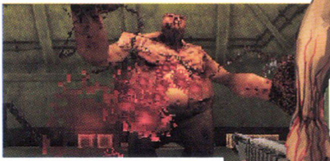
PLATFORM: DS • PUBLISHER: EIDOS
DEVELOPER: DREAM ON STUDIO • RELEASE: MAY 2007

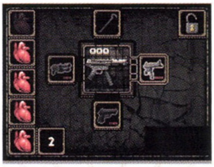
The DS stylus may appear a harmless piece of plastic, but it becomes a dangerous, zombie-butchering weapon when you're playing Touch the Dead. Owing much to Sega's House of the Dead series, the game is essentially a light-gun shooter without the light gun. You'll traverse the halls of a decaying prison (and other locales) in first-person view, gunning down waves of undead by tapping them with the stylus. The action moves on rails, leaving you to focus solely on shooting, switching weapons, and reloading to avoid becoming zombie chow. You'll be up against a variety of enemies—from your standard zombie to your flying rat carcass—each with a unique personality. Impatient zombies will yank off their heads and chuck them at you, for instance, while the more-resilient ones must be shot in the noggin. From the get-go, Touch the Dead is frantic, fast-paced fun (we couldn't put it down during our hands-on session), and it's easily the goriest game we've seen on the handheld. Get ready, DS owners—the zombie apocalypse kicks off this spring. —ANDY M.

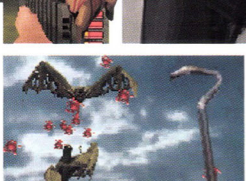


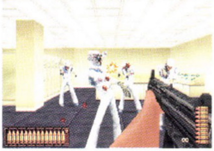
This is why the police get a bad rap.











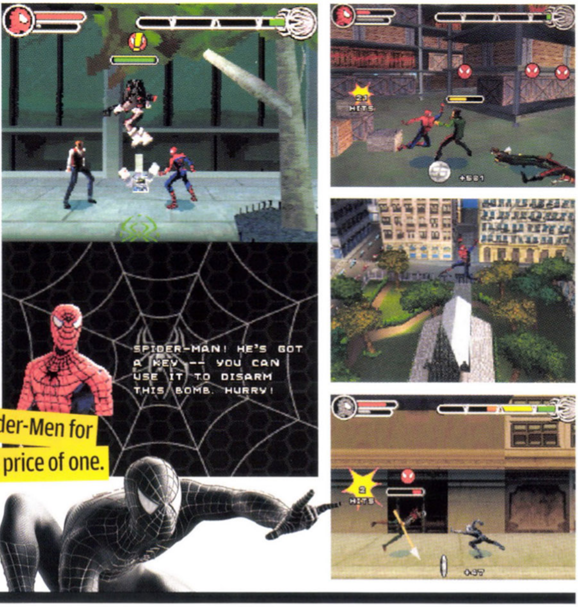
Split Personality

>SPIDER-MAN 3

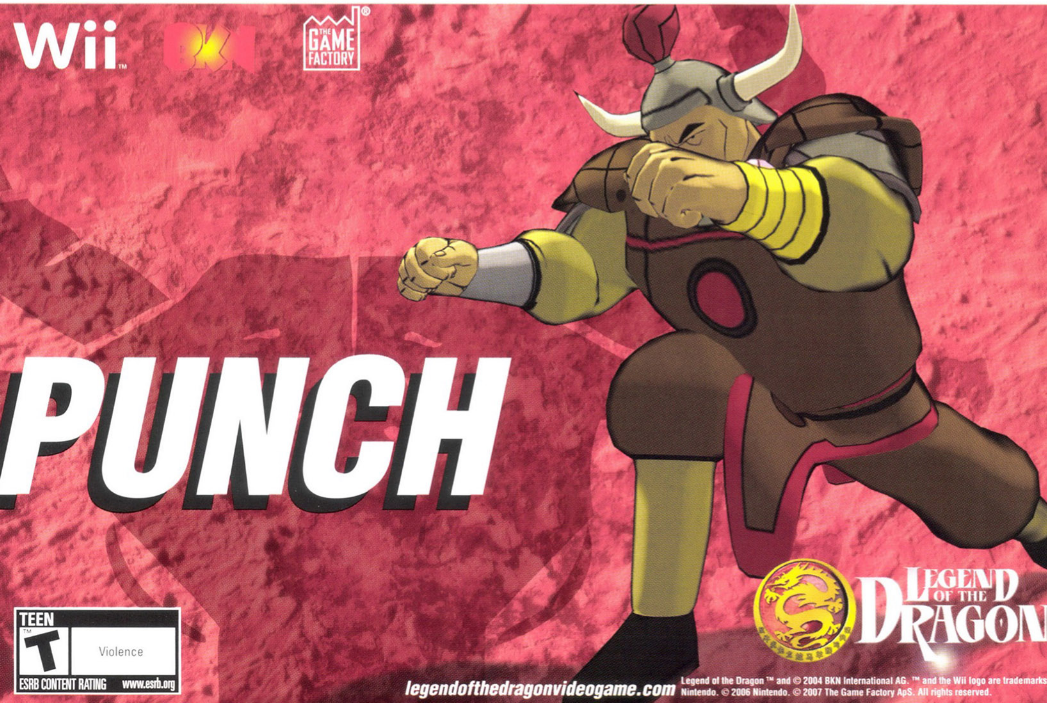
PLATFORM: DS (ALSO ON WII, GBA) • PUBLISHER: ACTIVISION
DEVELOPER: VICARIOUS VISIONS • RELEASE: MAY 2007

As the monstrous hype-train for the *Spider-Man 3* movie prepares to steamroll over all of us, little pieces of information about its video game counterparts have become available. The DS version of Spider-Man 3 features the infamous black symbiote suit, which Peter Parker can wear if he wants a little boost to all of his spider powers; but the longer he keeps it on, the more it corrupts him. Naturally, you can control both versions of Spider-Man by using the touch screen to perform various motions and movements, causing Spidey to perform a corresponding action.

The game will follow parts of the movie, but you also have the freedom to choose which crimes you fight as you glide over the streets of New York. Additionally, Spider-Man 3 supports local wireless multiplayer modes Brawler, Combo Challenge, Hot Potato, and Target Practice—and we're pretty sure Spider-Man and Sandman don't play hot potato in the movie. —GIANCARLO V.


21 HITS
+521
SPIDER-MAN! HE'S GOT A KEY -- YOU CAN USE IT TO DISARM THIS BOMB. HURRY!
2 HITS
+47

Two Spider-Men for the price of one.


Wii
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legendofthedragonvideogame.com

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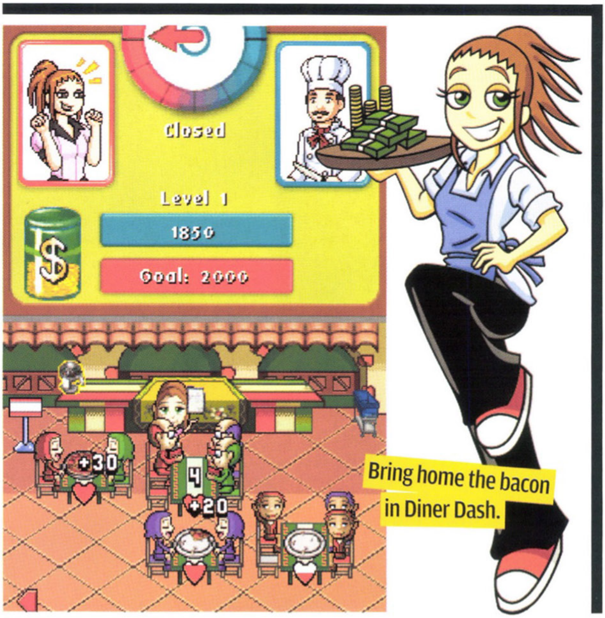
Fast Food

>DINER DASH

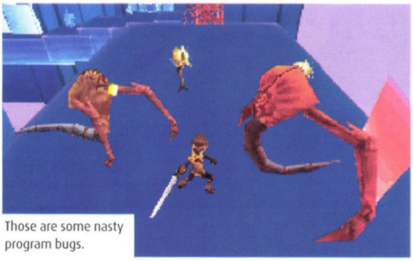
PLATFORM: **DS** • PUBLISHER: **EIDOS**
DEVELOPER: **PLAYFIRST** • RELEASE: **MAY 2007**

If you've ever waited tables, Diner Dash is either your dream game or your worst nightmare. The touch-controlled dish-and-deliver diversion has you seeing to the needs of hungry restaurant patrons who want their food, and they want it now. As restaurateur Flo, you drop patrons at their tables, take orders, rush the tickets to the counter, carry the food to the table, cash in, then clear the tables. The quicker you are at fulfilling your customers' needs, the more your score will increase. If you give someone the cold shoulder, they'll storm off in a huff and make your point total plummet. The action really heats up when you have several tables going at once and a line out the door. If you can time your orders so that you are performing the same task for several customers in a row, you'll rack up bonus points.

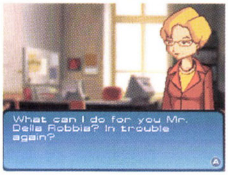
Once you've mastered the 10 serving challenges in the game's starter diner, you'll move on to a Mexican restaurant, a seafood restaurant, and a retro diner; each new setting giving you different customization options. Dinner is served this spring. —GEORGE S.



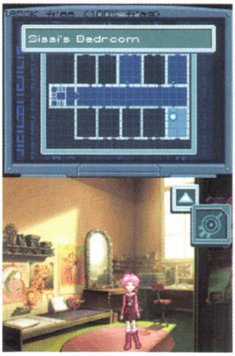
Bring home the bacon in Diner Dash.



Those are some nasty program bugs.



What can I do for you Mr. Della Robbia? In trouble again?



Cartoon Networking

>CODE LYOKO

PLATFORM: **DS** • PUBLISHER: **THE GAME FACTORY**
DEVELOPER: **TAFFY ENTERTAINMENT** • RELEASE: **JUNE 2007**

Four of the students of Kadic Junior High School live double lives. They have the reality of classes and homework, and the virtual reality of battles versus Frelions and firewalls in the computer-generated world of Lyoko. The DS adaptation of the Cartoon Network's *Code Lyoko* covers both aspects of Ulrich, Yumi, Odd, and Aelita's stories, moving back and forth between school life (15 levels of walking-and-talking adventure depicted with stylish 2-D graphics) and an adventure inside the supercomputer (40 levels of 3-D virus-fighting). Ulrich carries a sword and exercises super speed to run over crumbling platforms in the virtual world. Yumi tosses fans at her opponents and uses telekinesis to lift obstacles out of the way. Odd sends out pulsing lasers and climbs sheer surfaces. Aelita doesn't use a weapon, but she levitates over wide gaps and hacks into the computer, triggering a jigsaw-puzzlelike minigame. Thirty minutes of video sequences taken from the show's first three seasons help wrap the game levels into a cohesive story. —GEORGE S.

OPERATION SCORE
200
MISS LIMIT
TIME LIMIT
02:53:13
42
CHART
TIME LIMIT 05'00"00
CONDITION
STATUS
VITAL
78
FORCEPS
4

TEEN
T
Blood
Mild Language
Mild Violence
Parital Nudity
CONTENT RATED BY ESRB

TRAUMA CENTER™
UNDER THE KNIFE

NINTENDO DS™

Wh-What? How could something like this happen...?

Now, begin the operation! Work quickly, but stay calm!

Tumor confirmed at the surface of the stomach. It should be removed before it becomes malignant.

Name: Laurie, Noah
H: 179.9cm
W: 141.7lbs

PLAY DOCTOR!

GET THE ORIGINAL HIGH-INTENSITY SURGICAL SIMULATION FOR THE NINTENDO DS. PORTABLE PLAY PUTS THE SCALPEL AND THE PATIENT IN YOUR HANDS!

TRAUMA CENTER™
SECOND OPINION

Wii™

Now, I'll need to collect the fragments of the broken bones.

Watch the gauge, Doctor! We need to get a pulse!

...And we're the ones who are going to help him.

SHE PLAYS TOO!

ONE OF THE HOTTEST WII TITLES BRINGS THE O.R. INTO YOUR LIVING ROOM! NEW DOCTORS, NEW TOOLS, AND ENHANCED GAMEPLAY PUSH YOUR SURGICAL SKILLS TO THE LIMIT WITH AN INTUITIVE CONTROL SYSTEM THAT ONLY THE WII CAN OFFER!

TEEN
T
Blood
Mild Language
Mild Violence
CONTENT RATED BY ESRB

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Wii Channels

Let Your Voice Be Heard

From the greatest game of all time debuting on Virtual Console to the surprise appearance of the new Everybody Votes Channel, it's been a great month for Wii Channels.

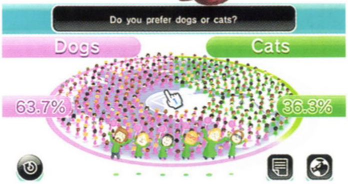
THIS MONTH:

- Everybody Votes Channel
- New Virtual Console Titles

VOTE WITH Mii

Pollsters take samples and extrapolate the results to large populations. Nielsen ratings study the TV-viewing habits of a few families to determine which shows are popular across the country. Even votes cast for presidential candidates simply inform the choice of electoral-college members. So where does your opinion actually count? It counts on Wii, thanks to the Everybody Votes Channel, available for free download at the Wii Shop Channel.

The Everybody Votes Channel lets up to six people per Wii cast votes and predict vote outcomes on weighty matters such as whether it's better to give chocolates or flowers on Valentine's Day or whether dogs are better than cats.



Do you prefer dogs or cats?

Poll results show which side of a question the representative Mii population voted for. It's democracy in action!

(Incidentally, dogs win except in Austria and Sweden. Go figure.) After voting, you can also predict what answer you think the majority will select.

Thrice weekly, new regional questions will be posted, and global polls will be taken twice a month. You can even submit your own questions to a vote.

VIRTUAL CONSOLE

WHAT'S NEW IN RETRO GAMING!

13
Games

Also this issue:

Pg. 82
The Legend of Zelda: Ocarina of Time Strategy Map

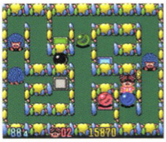
Pg. 80
Kid Icarus Pete's Strategies

BIO-HAZARD BATTLE

PLATFORM: SEGA GENESIS
PUBLISHER: SEGA
GENRE: SHOOTER
ORIGINAL RELEASE: 1992

WHAT: An intense co-op shooter that stands out from the pack thanks to insect-inspired weapons and ships. Each ship has access to specific weapon power-ups.

WHY: The Genesis was home to some excellent shooters. Bio-Hazard Battle is one of them.

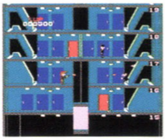


CHEW MAN FU

PLATFORM: TURBOGRAFX16
PUBLISHER: HUDSON
GENRE: ACTION-PUZZLE
ORIGINAL RELEASE: 1990

WHAT: Named after its villain, Chew Man Fu is a single-screen puzzler that challenges one or two players to place boulders into color-matching slots, bowling over enemies along the way.

WHY: If you've already had your fill of Bomberman, Hudson's other puzzler is a solid diversion. Edit mode and a two-player Kick Ball game add variety.



ELEVATOR ACTION

PLATFORM: NES
PUBLISHER: TAITO
GENRE: ACTION-PUZZLE
ORIGINAL RELEASE: 1985

WHAT: As Agent 17, you'll start on the top floor of a building and make your way to street level using elevators and escalators, collecting documents and avoiding enemy spies along the way.

WHY: Almost identical to its arcade counterpart, this game is a unique blend of action and puzzle-solving, and a fine addition to the Virtual Console.

STAFF PICK!

GRADIUS III

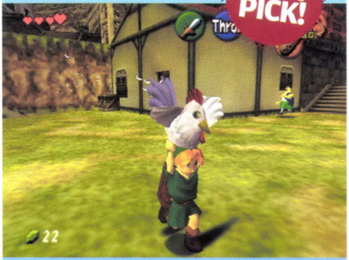
PLATFORM: SUPER NES
PUBLISHER: KONAMI
GENRE: SHOOTER
ORIGINAL RELEASE: 1991

WHAT: A third dose of side-scrolling shooter action with all of the power-ups from the Gradius series you've come to know and love, and then some.

WHY: It's the first Gradius with a weapon edit-mode. There's nothing like blowing up enormous bubbles and sand dragons—or space-bubbles and space-sand dragons for that matter.

VIRTUAL CONSOLE SPOTLIGHT

STAFF PICK!

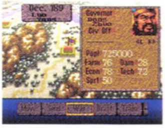


THE LEGEND OF ZELDA: OCARINA OF TIME

Giancarlo's Pick

Platform: N64
Publisher: Nintendo
Genre: Adventure
Original Release: 1998

To put it simply, The Legend of Zelda: Ocarina of Time is about as close to perfection as it gets in the world of video games. Nearly all facets of Ocarina—from the introduction of Z-targeting to the flowing design of the Forest Temple—are so meticulously crafted and well-executed that the game still sets the bar for great video game adventures. But more importantly, it has so many unforgettable moments that connect you to the game on an emotional level, such as Link's transformation in the Temple of Time, his trek through the Gerudo Desert, and the final confrontation of an old foe.

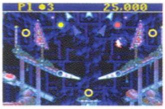


ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

Platform: **Super NES**
Publisher: **Koei**
Genre: **Strategy**
Original Release: **1995**

WHAT: Feudal warlords have it out in a strategy-heavy battle for control over 43 cities.

WHY: Koei has moved to action-oriented titles in the last few years, but in the mid '90s they were at the top of the strategy heap.



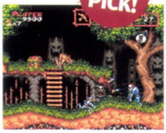
SONIC SPINBALL

Platform: **Sega Genesis**
Publisher: **Sega**
Genre: **Action**
Original Release: **1993**

WHAT: Half-platformer, half pinball—it's Sonic Spinball.

WHY: Sonic was doing the mascot-pinball thing way before Mario or Samus. In Sonic Spinball, you use flippers and bumpers to navigate four challenging stages, beat bosses, and find the Chaos Emeralds.

STAFF PICK!

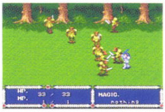


SUPER GHOULS 'N GHOSTS

Platform: **Super NES**
Publisher: **Capcom**
Genre: **Action**
Original Release: **1991**

WHAT: Sir Arthur returns in an incredibly difficult adventure to rescue the princess from the clutches of evil.

WHY: Whereas previous games in the series are based mostly on their respective arcade versions, Super G 'n G is a brand-new adventure packed with new weapons, as well as great graphics and special effects.

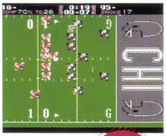


SWORD OF VERMILION

Platform: **Sega Genesis**
Publisher: **Sega**
Genre: **Adventure**
Original Release: **1990**

WHAT: As a displaced prince, you must embark on an epic fantasy quest and reclaim your birthright.

WHY: First-person exploration mixed with top-down battles and loads of items and spells add up to a surprisingly deep action-RPG experience.



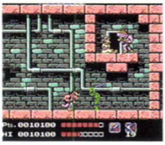
STAFF PICK!

TECMO BOWL

Platform: **NES**
Publisher: **Tecmo**
Genre: **Sports**
Original Release: **1989**

WHAT: Tecmo Bowl is the model all arcade-style football games hope to replicate because of its quick-fire pace and over-the-top gameplay.

WHY: It has only four offensive plays. It has only four defensive plays. It has no licensed players and no licensed teams—yet it remains one of the most entertaining football games to date.



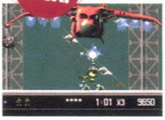
TEENAGE MUTANT NINJA TURTLES

Platform: **NES**
Publisher: **Konami**
Genre: **Action**
Original Release: **1989**

WHAT: Turtle Power's console debut is pure fighting action from start to finish, pitting the amphibious quartet against everything that Shredder can thow at them.

WHY: With a new movie, a DS game, and a Wii game, the Turtles are bigger than ever. Here's your chance to see their rise from the sewers.

STAFF PICK!



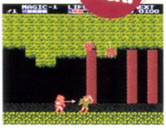
VECTORMAN

Platform: **Sega Genesis**
Publisher: **Sega**
Genre: **Action**
Original Release: **1995**

WHAT: A platformer with an eco message, Vectorman centers on the struggles of a sludge-destroying "orbot" battling nuclear-powered villain Warhead.

WHY: Like Donkey Kong Country, Vectorman made good use of pre-rendered 3-D graphics in the days before consoles could generate them on the fly.

STAFF PICK!



ZELDA II: THE ADVENTURE OF LINK

Platform: **NES**
Publisher: **Nintendo**
Genre: **Adventure**
Original Release: **1988**

WHAT: One of the most unique games in the franchise, Zelda II emphasizes swordplay and side-scrolling action over puzzle-solving.

WHY: Yeah, it's completely different from the original Zelda, but it's a great game in spite of its radical changes.

PEARLS OF WISDOM

The creators of Pokémon Diamond and Pokémon Pearl share their insights about the next generation of Pokémon exclusively with Nintendo Power.

By Chris Shepperd

Junichi Masuda
Director

Ken Sugimori
Art Director

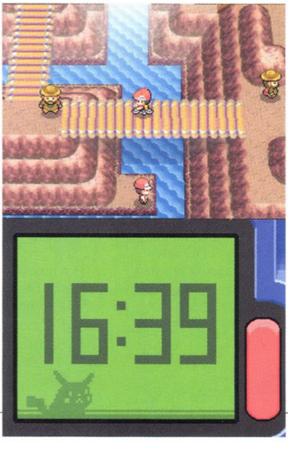
Shigeru Ohmori
Game Design Leader

Takao Unno
Graphic Leader

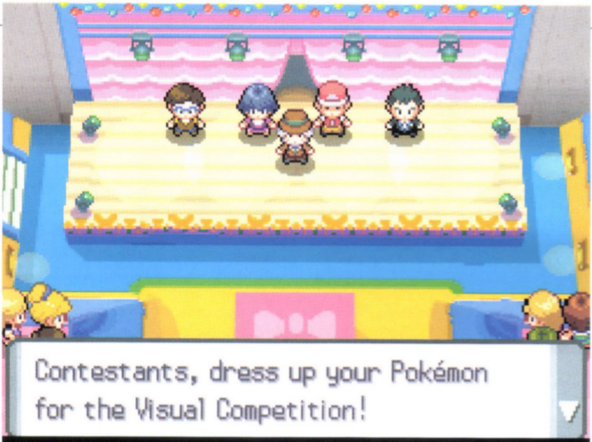
NP: Pokémon Diamond and Pokémon Pearl have the chance to introduce a big wave of new gamers to the Pokémon world. Have you made adjustments to your design approach with that in mind?
Junichi Masuda: I definitely thought about how this game could bring in new people to the Pokémon world. The part that we really thought about thoroughly was to make sure that the people who are watching others play the game would want to join in and play the game themselves. For example, the touch-screen interface during battles—that was designed so that people would be lured in, or be attracted to the game, by watching players who were controlling the game with their hands and stylus. We wanted to make it something that people sitting next to the player would become curious about, so they would ask that player if they could try it out. We wanted this title to be something like when you open a toy box and turn it upside down, all these things would pour out of it where people would pick out what they like from the pile, saying "this looks fun!" So in that way, there's a whole lot of fun inside Diamond and Pearl.

NP: Do you consider Diamond and Pearl to be more or less difficult than previous games? How come?
Masuda: When we made FireRed and LeafGreen, we intentionally made the game so that it's easier to play. But from that experience, I learned that if you make the game too easy, you need to explain a lot more about the game, making the game experience feel more complicated. So this time, we made it so that it would be easier for those people who are having a hard time figuring the game out and need a little help. As a result, I think Diamond and Pearl ended up being easier than Ruby and Sapphire, but is a little more difficult than FireRed and LeafGreen. Diamond and Pearl ended up being easier in the first half, making it easier for the players to get into gameplay, and it gets harder toward the later half of the game.

NP: Can you hint at some of the plot surprises players can expect in Diamond and Pearl?
Shigeru Ohmori: Aside from the main storyline,



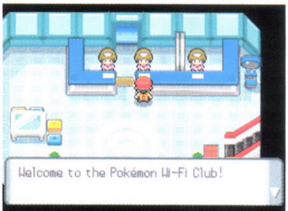
© 2007 Pokémon. © 1995-2007 Nintendo/Creatures Inc./GAME FREAK inc. Some screenshots were taken from the pre-final version.



Contestants, dress up your Pokémon for the Visual Competition!

The new Pokémon Contest features not only a moves competition, but a rhythm game and a runway event, as well.

> **“We wanted to make it something that people sitting next to the player would become curious about, so they could ask that player if they could try it out.”** —Junichi Masuda



Welcome to the Pokémon Wi-Fi Club!

Wi-Fi is so big, there’s now an expanded Pokémon Center to accommodate it.

there are many elements in the game where the players can choose the way they want to play. You can go underground, compete in contests, and go to the Global Trade Station, where you can exchange your Pokémon using Wi-Fi Connection. From the main story to all the features that surround it, the players can play any way they want.

Masuda: Like Ohmori just said, there are so many elements that are outside the storyline, like the TV station, for example.

Ohmori: In the beginning of the game, you are even able to go right to the underground passages. I think the players will be surprised when they realize how the underground is similar to the surface, in the way that it has such a huge map, and how it connects to the rest of the world.

Masuda: Right; you do get surprised when you first go underground. Something else is that in this game’s story, characters that appear in the beginning will continue to appear throughout the game. It may be fun to keep track of the people as you play, wondering who these people are.

NP: What new features of Diamond and Pearl have you been most pleased with?

Ken Sugimori: For me, I think it’s the Global Trade Station [GTS]. It makes you feel you suddenly have a lot more friends. I like how you can exchange Pokémon with people who you’ve never met before. I’m excited that players in Japan and America will get to connect to GTS to exchange in more ways than ever before.

Ohmori: I like things like the Pokétch, but for me I think my favorite would be the underground passages. It is the part that I was responsible for, but I put in features where you would be able to meet all kinds of people to play with, so I would definitely like people to gather around to play! I think the fun part of it is watching the number of people gradually increasing.

Masuda: I think so, too. The underground is always connected using the DS wireless connection, so it would be great if people could just gather around to play. I would like the American players, who live in a much bigger country, to find their own way to play, in a different way from the Japanese players.

Ohmori: Right. It’s great playing with friends over Wi-Fi, but I would also like everyone to just gather around and have fun! There are a lot of features to it that are different from everything else in the game, so I think the players will enjoy the experience.

Takao Unno: What am I most pleased with? Everything! (Laughs.) About the new features, to be honest, I first felt uncomfortable pressing the touch-screen buttons with my thumb. In the early stages of

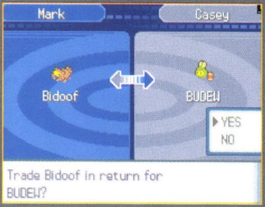
NO MORE CABLES

Link to the Future

Connectivity has always been a hallmark of the Pokémon games, but thanks to the DS, Pokémon Diamond and Pokémon Pearl take multiplayer activity further than ever before.

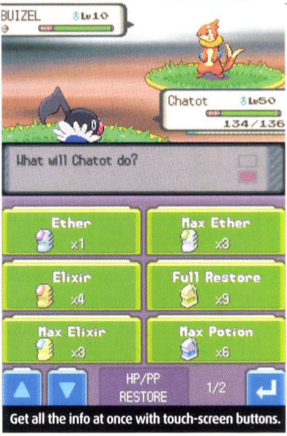
Using the DS’s local wireless functionality, you can trade and battle your Pokémon with friends in the same room. You can connect head-to-head, or visit a Union Room to meet with more than one Trainer at a time. Or, visit Sinnoh’s Contest Hall to show off your Pokémon against up to three other contestants. You can also head into the Underground—a vast network of tunnels that run underneath the Sinnoh region. There you can meet up with other Trainers to trade items, visit each other’s secret bases, or play games of capture-the-flag.

You can connect with other Trainers over the Internet via Nintendo Wi-Fi Connection, and talk to other Trainers during Wi-Fi battles, allowing you to taunt your opponents from miles away! You can also participate in a new type of Pokémon exchange system at the Global Trading Station. Check out page 34 for more details.



Trade Bidoof in return for BUDEW?

Trading Pokémon has never been easier or quicker. The only thing you have to worry about is whether your trading partner is giving you a fair deal.



What will Chatot do?

Get all the info at once with touch-screen buttons.

> **"With the GTS, players can communicate with people across the globe, trading their Pokémon with other Pokémon fans. . . ."**—Junichi Masuda

development, I was worried about how far it felt from the normal buttons, and how the screen gets dirty. But as the development moved on, the design and the UI change relieved those worries, and when it was finally finished, using the thumb actually felt more comfortable than standard buttons. I was really impressed with that.

Masuda: Well, just because Unno said good things about it, for me it'll be the bottom touch screen! (Laughs.) Regarding the touch-screen controls, I was telling everybody that I wanted the game to be controlled with your hands, and it was something that I was talking everybody into along the development process. Because, for me, I thought it would be best for the game to have this feature. The good thing about the touch screen is that's it's an interface where people looking at it from the side can jump in on the action. We wanted to make an interface where the parent can peek in on their child who's playing, and the parent would want to try it out, saying something like, "What is that? Can I give it a try?" It's something that is definitely different from using the A Button, so I think we made a good decision about the touch screen.

NP: The GTS feature allows players to exchange their Pokémon with players across the globe. How do you think it will spread?
Masuda: Diamond and Pearl were designed to be the ultimate Pokémon titles of the series. In Diamond and Pearl, the GTS is there as the ultimate form of the Pokémon exchange feature.
Ohmori: The good thing about GTS is how you can interact with people all over the world.
Masuda: Right. With the GTS, players can communicate with people across the globe, trading their Pokémon with other Pokémon fans anywhere in the world. The game was designed so that anyone, anywhere in the world, could feel connected to Pokémon fans across the globe, so that they could feel like they have friends in multiple countries. And as you exchange your Pokémon, the location of the person you traded with will appear as dots on a globe. I would like the players to have fun filling their globes with dots in the country they live in, and also in countries around the world.
Ohmori: Like going through the 50 states [of the US]. It might be fun for the players to set their own goal. Like trading Pokémon with people around the world exchanging the same Pokémon with different people in different countries. I would like the players to exchange a lot!

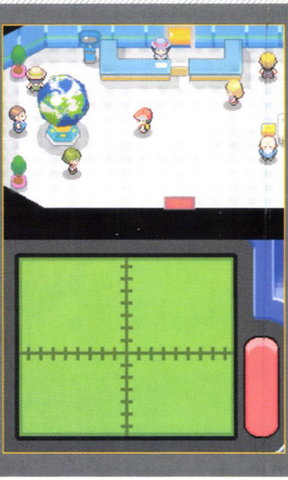
NP: With 3-D landscapes and new attack visuals, the graphics have experienced their first major upgrade in a long time. How much extra work went into developing these new aspects?
Sugimori: It took a lot of time—should I say that I thought all our hair was going to turn gray!? (Laughs.)
Masuda: That's a good one. (Laughs.)
Sugimori: But the number of actual hours that we worked wasn't that different, right?
Unno: Right, but the time it took experimenting with the 3-D visuals, which was something that we never did here at Game Freak, as to how it would be implemented in the Pokémon world, did take about twice as long when compared with previous titles.
Masuda: That's because we were looking for a 3-D visual that's not

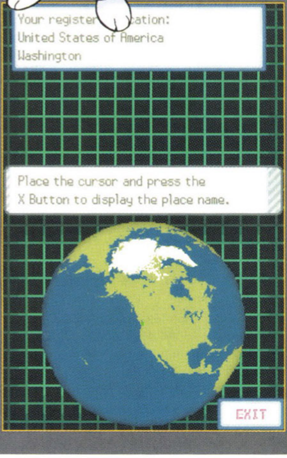
GOING GLOBAL

Tricks of the Trade

Looking for that one special Pokémon that you and your friends can't seem to find? Hop onto the Global Trading Station, and exchange Pokémon with other Trainers around the world. No friend codes are necessary—just post a list of criteria for the Pokémon you want—name, type, level, etc.—and offer up one of your own Pokémon in exchange. If you find a match, the two Pokémon will swap owners right away. You can also offer up one of your Pokémon and wait to see what kinds of trade offers you get for it.

Once you make a trade, you can check out GeoNet, a globe inside the GTS headquarters, to see where the Trainer you just exchanged with lives. The GeoNet will show the actual location of every Trainer you've traded with around the world.




Your register cation:
United States of America
Washington

Place the cursor and press the X Button to display the place name.

so much realistic, but rather for 3-D visuals that look like 2-D. It was hard trying to keep the visuals in a similar style as previous Pokémon games, in a good way. We weren't going for something that looks too realistic, but more of a visual that we're used to, but still looking like it's very new.

Unno: Right; experimenting with the controls and thinking of ideas took the most time. I think if we tried to make it look realistic, it would not have taken that long. It was very difficult trying to make it feel realistic only when you interact with it, compared to making something that looks completely realistic from the beginning.

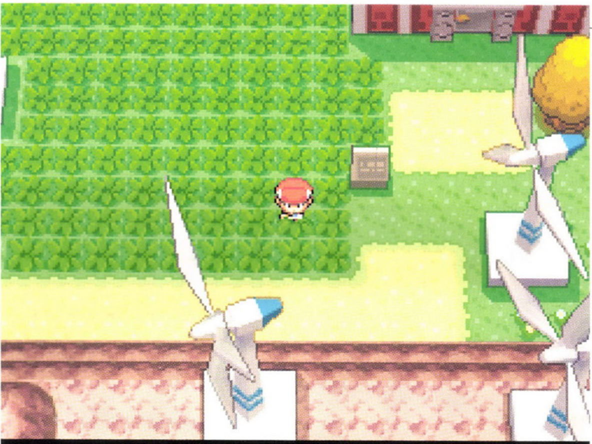
Sugimori: Let's leave it by saying that since there were two screens, it took twice as long. (Laughs.)

NP: Graphics haven't always been a focus of the Pokémon games, but the new effects show a renewed dedication to the game's imagery. Have you changed your philosophy on the importance of visual design?

Sugimori: Instead of rethinking the importance of the visual design, it was fitted to match the style of the gameplay. Since we're now working on the Nintendo DS, the visuals do feel new, and there's a lot more of what you can do with them.

Unno: I agree that we're doing a lot of new things visually. But when you're talking about the importance of visual design . . . I don't think it has changed from before, because as we develop the game, our top priority is to have the visuals match the purpose of the game title and gameplay.

Sugimori: That doesn't mean that we're always going to stick with the same graphics, though. For every game, we think about what would be the easiest way to get the players to understand the game, and what would be the best-looking graphic for that hardware. I also think that if it doesn't have more content than past titles, we wouldn't be able to make the players happy. I made Diamond and Pearl thinking that there are people out there that are going to buy the DS for this, so I thought about making the experience as rich as possible so we won't ruin their expectations.



Updated 3-D visuals show perspetive and detail, but retain the classic Pokémon graphical style.

Masuda: It's about how to make it look new, without being different than before. Since we're focused on the gameplay, the path and the tall grass are clearly defined, and the roads are straight like it's always been, so it's easy to tell where the Trainer is.

Unno: Right; the gameplay has evolved gradually along the series, but as the things we could do expanded with 3-D, it actually broke some of our conventional wisdom. Maintaining a balance was very difficult.

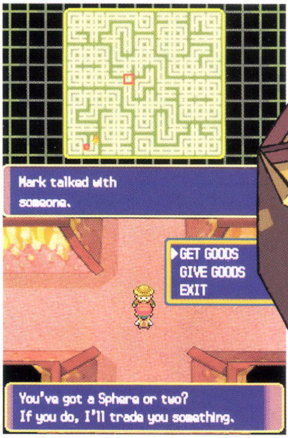
Masuda: Rather than showing off to players saying, "Look how pretty the graphics are!" it was designed so it wouldn't look awkward to the players who have played previous games. But then the players would notice that little things have changed, like the conveyor belt. I thought that would be better for the players.

Unno: There definitely are parts of the game that were suggested from the planning team, but there are also things in the game that were put in because of suggestions by people in the graphic department like myself, about certain effects we wanted to do in the game. Some of the things that resulted from our suggestions [would have been] unimaginable in previous games.

Masuda: Rather than saying the *importance* of visual design, it *evolved* to better the game experience. But we do hear that the visuals in fact do look really new.

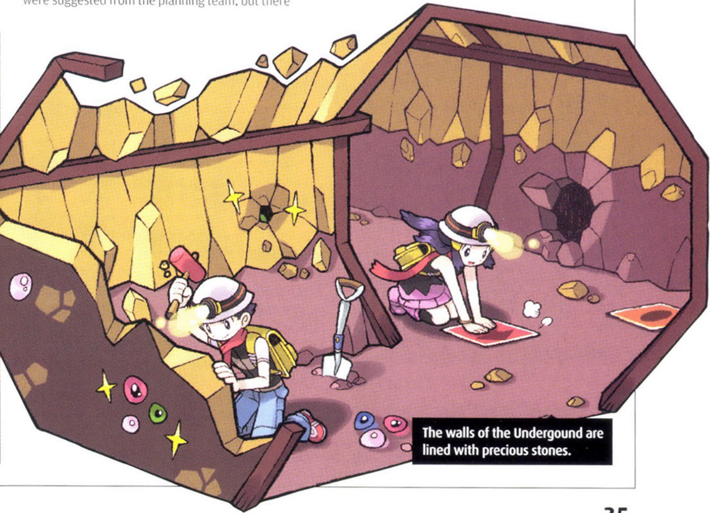
Sugimori: I think that as we upgraded the visuals, we were thinking about what can be done using the new hardware.

Unno: The amount of information that could be displayed on the screen increased, so it may feel new just being able to go out into the field to look at the side of a building.



Mark talked with someone.

You've got a Sphere or two?
If you do, I'll trade you something.



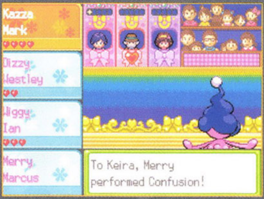
The walls of the Undergound are lined with precious stones.

LAN PARTY

Extracurricular Activities

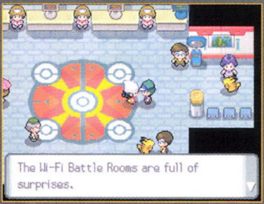
In addition to the many new activities included in Pokémon Diamond and Pokémon Pearl, some of the favorite events from previous games are getting major updates. The Pokémon Contests have gone through a massive overhaul, and are much more fun than before. They have been expanded to include touch-screen competitions that are easier to understand than in previous games. The contests feature wireless connectivity, as well; you can now challenge up to three friends at a time in the Contest Hall. To improve your chances of winning contests, you can feed your Pokémon Poffins—treats made from berries that help boost their Contest attributes.

Pokémond Diamond and Pokémon Pearl also feature a Battle Tower, a place for advanced Trainers to strut their stuff. For veterans of Pokémon Ruby, Pokémon Sapphire, or Pokémon Emerald, the Battle Tower will be somewhat familiar, but the challenges will be greater than ever. Like in the new Pokémon Contests, you can connect locally with other Trainers—battle head-to-head, or team up to take on tough CPU challengers.



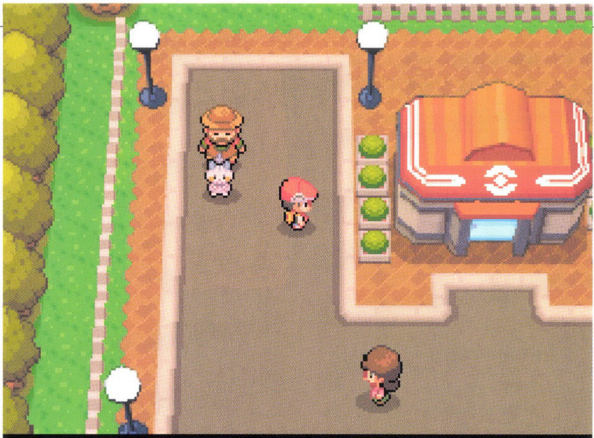
To Keira, Merry performed Confusion!

The skills competition is still a major part of the Pokémon Contests.



The Wi-Fi Battle Rooms are full of surprises.

The Battle Tower features multiplayer action for the first time.



After the streetlights come on, the Sinnoh region takes on a whole new look. Stay up late to track down elusive Pokémon.

Masuda: There are things that really look 3-D, like the windmills in the power plant, and Oreburgh City.

Unno: From early on in the game, players are able to see visuals made possible only by the use of 3-D. I think that also helps to give the game a new feel.

NP: The Day/Night feature of the Pokémon games has been gone for a while. What made you decide to bring it back?

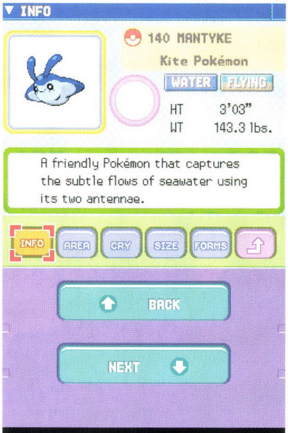
Masuda: One of the reasons is that the total number of Pokémon has increased. I wanted to show that there are different types of Pokémon depending on the time, by making them appear in certain times of the day, and giving them other characteristics. The other reason is that there was a clock and date function already in the DS hardware, and I wanted to add that as one of the features. The DS can also display a lot of colors, so looking at how the day changes is very nice. And you feel as if you're in the game when it's actually daytime in the game when you're playing during the day, and it's night in-game when you play at night. The Day/Night feature was put in to bring those fun elements in the game.

NP: How does the process of designing new Pokémon work?

Sugimori: I do feel that I always want to show new Pokémon that people have never seen before. To do that, I think of ways that I can surprise the players. That doesn't mean anything goes as long as the idea's new, but I design the new Pokémon so the players can believe that these are different than previous Pokémon, but are still Pokémon. Even if people say these don't look like Pokémon at first, they're designed so that they grow on you. As you look at it, it begins to look more like a Pokémon. They're designed intentionally to look a little awkward at first.

Unno: I have a collection of these things that I find interesting in everyday life that I use as inspirations, and as these ideas get accumulated, there's a trigger when all these things are let loose, where these ideas are brought to life as characters. In this case the trigger was when I wondered what kinds of Pokémon would be living in the land of Sinnoh. That's how I design my characters. I think of the balance so these new designs could be welcomed with new surprises. When I design them, rather than having our players say, "Oh, it's another one of these Pokémon," I want them to say, "I didn't expect they would think of this!" I think that would be better appreciated, and it's more fun for me as I'm designing them.

> **"The foundation of a Pokémon game is the way it can reach out, connect, and communicate with others. . . ."**
> —Junichi Masuda



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Kite Pokémon
WATER FLYING
HT 3'03"
WT 143.3 lbs.

A friendly Pokémon that captures the subtle flows of seawater using its two antennae.

The new Pokédex makes searching for Pokémon easier than ever.

Masuda: In Diamond and Pearl, the strongest Pokémon in each of the classes were designed first, and then the overall balance of the Pokémon was set, so the planning team were the ones that presented the new Pokémon designs.

Unno: Right, Diamond and Pearl heavily emphasizes the strategic balance in gameplay.

Masuda: Weren't about half of the new Pokémon presented by the planning team?

Unno: I think so . . . it was about that much.

Masuda: The planning team presented ideas, and suggested certain kinds of Pokémon that were on their minds, saying things like, "What about this Pokémon?" There's also a sea-slug Pokémon that we weren't able to put in Ruby and Sapphire that we were able to put in this one . . . those elements keep it fun and interesting. There were times that the designs and the characteristics were defined after talking things over, like, "How about a fun new Pokémon like this, based off of that idea?" Dialga and Palkia were created in this manner.

Unno: The suggestions given to us by the planning team became a great stockpile of ideas, and we were able to come up with all kinds of designs. When someone suggested that a certain Pokémon should be added to maintain the strategic balance, I was able to come up with a completely new Pokémon design although I was in the middle of working on another Pokémon.

Masuda: Coming up with new Pokémon takes a lot of time, and it's very hard work.

NP: How do you decide how many new Pokémon to make?

Masuda: We didn't have a set number in the beginning. We did, however, have a rough idea that we wanted to make it about this much. We first set the number of Pokémon that can evolve to about half compared to past Pokémon games, and as we continued making the game, keeping the balance in mind, we ended up with the number of Pokémon that we have in the finished product. The number is a result of looking for the perfect balance of great gameplay.

NP: How do you decide which Pokémon will receive new Evolutions? Will we ever see a fourth Pokémon evolution?

Sugimori: The Pokémon that evolve are decided by the ones that look like they would evolve, or having them evolve will make the gameplay more enjoyable. The Evolution is there to power up the not-so-strong Pokémon and the ones that have the potential to become stronger, to make them more powerful.

Masuda: Their looks and their strength. Pokémon that seem to have room for an Evolution, and maybe size. With the Evolutions, the planning team keeps the balance on them.

Unno: I've never thought of their Evolutions from the design, but there are suggestions during the planning stages, such as, "It'd be fun if this Pokémon evolved like this."

Ohmori: I think the main thing is looking at it from the overall balance; you look at the design, and add new Pokémon by looking at what kind of Pokémon need to be added, and how it would make things better if certain Pokémon were in a certain class. There's also looking at the Pokémon to see which ones would be the most interesting if they evolved. I thought about putting in the fun factor by surprising people by making some Pokémon evolve that the players wouldn't expect to.

Sugimori: A fourth Evolution . . . hmm, I wonder?

Masuda: I'm not really thinking about it.

Sugimori: If a fourth Evolution is going to make things more interesting, that would be a possibility.

Masuda: Right now I think it's great how some of the Pokémon evolve to different forms, so I'm not really thinking about it.

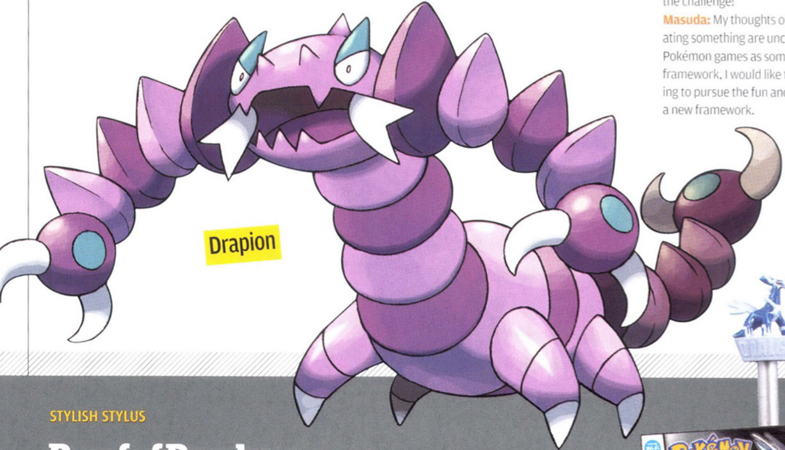
NP: Of the Pokémon games that are to be developed in the future, could you please tell us of certain game elements you want to try out, or game ideas that you would like to challenge?

Masuda: Maybe a game that's ever-expanding, where you're learning about Pokémon, but you're not really playing a Pokémon game. Like the way the DS is linked to Wii, I want to do something that's fun and exciting, that goes beyond the boundaries of hardware and video games. The foundation of a Pokémon game is the way that it can reach out, connect, and communicate with others, and I don't want to just leave that enclosed within the borders of a video game; I would like to go outward, rather than inward.

NP: After the critical acclaim of Drill Dozer, can we expect more non-Pokémon games from Game Freak?

Sugimori: If there's an opportunity, I'd love to take on the challenge!

Masuda: My thoughts on how I want to always be creating something are unchanged, and as I see the Pokémon games as something that's within a single framework, I would like to maintain my ideals of wanting to pursue the fun and excitement of games, even in a new framework.



Drapion

STYLISH STYLUS

Proof of Purchase

Beginning March 18, you'll be able to put a small deposit down for Pokémon Diamond and Pokémon Pearl in advance of the games' April 22 release. When you do, you'll receive a special stylus featuring Dialga or Palkia, one of the two new Legendary Pokémon. And keep in mind that the supply of the styluses is limited; don't wait until the last minute to pick yours up. The promotion ends on April 22.

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PALKIA
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POKÉMON PEARL VERSION
NINTENDO DS

UNBELIEVABLE
UNESCAPABLE
UNLEASHED

He's big. He's mean. He's got bad breath. And the king of monsters is humanity's only hope in **Godzilla: Unleashed** for Wii and DS.

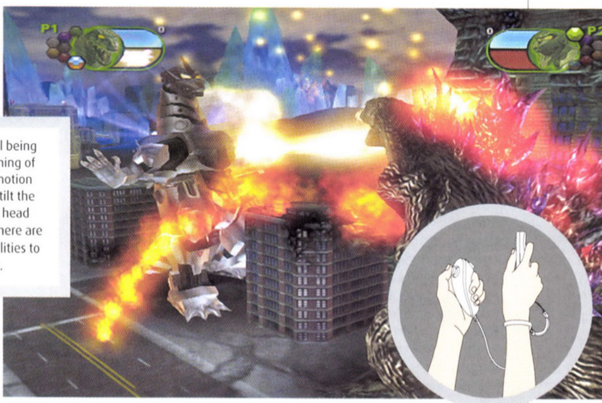
By George Sinfield

Alien crystal formations as tall as skyscrapers are popping up from underground and monsters are roaming the earth in Godizilla: Unleashed. It seems like a good excuse for some large-scale destruction. A first look at the Wii and DS versions (both due this fall) shows that they are on track to rock the video game world.

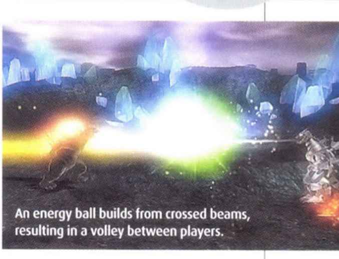
World War Four

Up to four players and four fighting factions make the Wii title a monster brawler without peer. Though Unleashed is developer Pipeworks's third dance with movie studio Toho's big lizard and friends (Destroy all Monsters Melee and Save the Earth preceded it), the company has overhauled every aspect of the game—play mechanics, art style, animation, and level design—to take advantage of the Wii's unique features. Foremost in producer Shelby Wills's mind is the fighting system. "It's intuitive, but it also allows you to do a lot of different things," says Wills. "You can layer your actions: walk and punch at the same time, or jump then take a swipe at your opponent in midair." Basic high and low attacks are triggered by button presses to ensure quick responsiveness, but those moves can be enhanced through motion control—if you swing the remote as you press the A Button to make Godzilla punch, the monster will put even more of his weight into his delivery. In addition to melee attacks, every monster has fiery breath or eye-generated lasers (as well as missiles) that you can aim using the remote's motion sensitivity, and the planned Fierce Attack mode lets you control the beast's tail (or Megalon's horn) directly. A shake of the nunchuk causes your creature to charge forward. When your monster is facing a 10-story building, you can have it uproot the structure by motioning upward with the remote, then toss the object at an opponent with a flick. Taller buildings are also easily demolished. By punching, kicking, scorching, or tossing your opponent into them, you can break them apart, one huge chunk at a time. Each of the game's 16 controllable creatures has its own abilities (some can even fly or burrow), but Wills insists that the controls will come naturally. "They're unique, but you'll feel like you know what to do with every monster."

Story may seem like an afterthought for a Godzilla game. After all, how much setup does the notion of giant monsters having it out in an urban playground need? For Unleashed, however, Pipeworks has crafted a plot designed to keep you invested in what happens next. Though only one or two of the monster factions will be available from the start, eventually you will be able to play through the game with an alignment to your choice of the Earth Defenders, Mutants, Mechas, or Aliens. Every faction offers a different group of controllable monsters and a different run through the game's eight massive levels. Any journey through the story could involve repeated visits to a given location. Your victories will unlock extras, new factions, and new playable monsters. The creatures that are confirmed for the game are Godzilla 2000, Megalon, Kiryu, and the Final Wars version of Gigan. Additionally, Pipeworks has developed two new Toho-approved creatures that will be revealed sometime before the game launches.



Control schemes are still being worked out, but the aiming of projectiles is currently motion based. As you turn and tilt the remote, your monster's head mimics your motions. There are plans for lock-on capabilities to help you hit your target.



An energy ball builds from crossed beams, resulting in a volley between players.

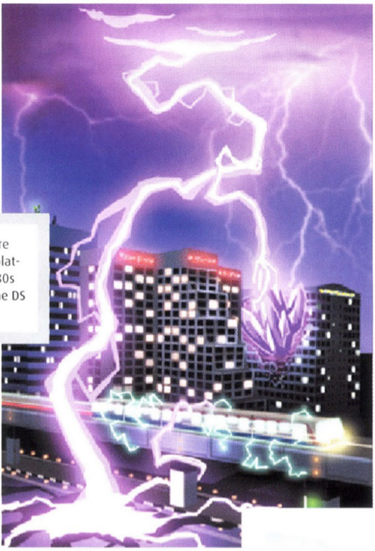
New York City is in shambles after a meteor turns Central Park into a crater and monster-empowering crystals appear. Godzilla is charged with protecting the Big Apple's inhabitants.

Double Destruction

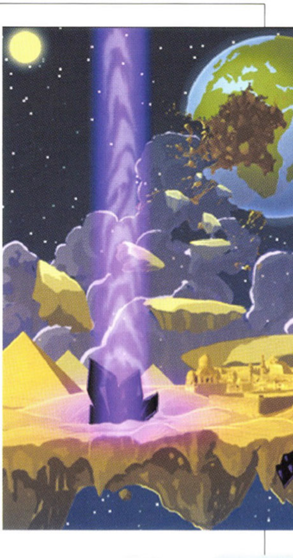
Alex Neuse, creative director for developer Santa Cruz Games, describes the DS version of Godzilla: Unleashed as a conglomeration of Street Fighter, Viewtiful Joe, and old-school jeep-and-helicopter shooter Silkworm. A single player can run through the game, but the team designed it as a two-player co-op experience from the start. Using either a single-card or multicard wireless connection, one player guides one of four ground-bound monsters through the 3-D-rendered, side-scrolling environment on the bottom screen while the other player uses one of four flying creatures to advance through the air on the top screen. A single player is able to switch back and forth between two monsters. The action on the ground involves punching-and-kicking combat and use of weapons, and aerial battle is similar to the gameplay of a classic space-shooter. Though a ground creature can execute a superjump to appear on the top screen temporarily, and an air creature is capable of dive-bombing into the lower screen for a moment, Neuse says, "We're trying to keep the action separated across the hinge." By defeating foes, the creatures fill a surge meter. Once your meter is full, you can pull off a screen-clearing surge attack. If both players execute a surge attack at the same time, the ensuing combo surge will spell doom for every enemy in the vicinity.

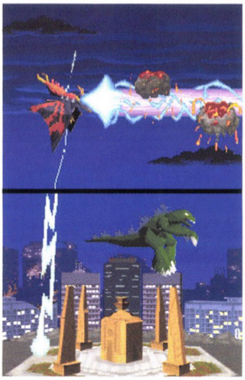
The playable ground-based creatures announced so far are Godzilla, Anguirus, and Megalon, with Mothra and Batra patrolling the skies. And among the creatures that have not yet been revealed may be one of the monsters that Pipeworks has created for the Wii game. Enemies include Space Godzilla, Mecha Godzilla, and Ebirah, who appears as a boss at the end of the Bangkok level. "The bosses are pattern-based," explains Neuse. "If you watch carefully, you can find a place where you can sit and wait for your opportunity to strike." Milestones, such as the defeat of a boss, unlock a variety of extras: concept art, entries for a 3-D art gallery, selections for the game's Monster Manifest, music, and sound effects. It's the development team's goal to have you unlock something for about every 15 minutes that you play the game. Neuse estimates that it will take about an hour for a pair of players to complete a five-level run through the story, but one pass is far from the full game—the order of the levels and the makeup of the story varies for different ground-air monster combinations, and there are 16 possible monster pairings.

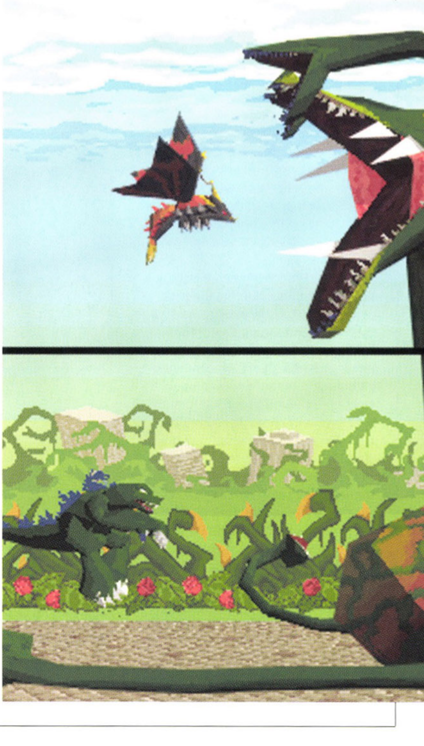
Both the Wii and DS games are still deep in development. Details may change by the time the projects are complete. Keep watching Nintendo Power for updates on the not-so-jolly green giant's latest adventures.

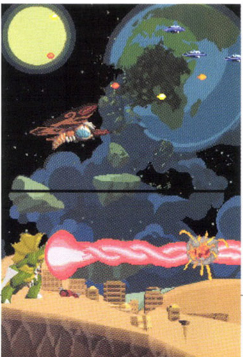


The developers were influenced by 2-D platformers from the '80s while conceiving the DS game's art style.









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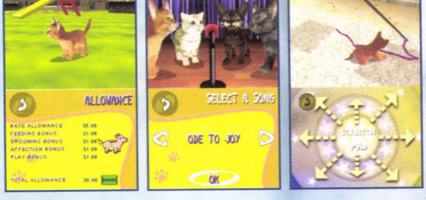
ALLOWANCE
BASE ALLOWANCE
FEEDING BONUS
GROOMING BONUS
AFFECTION BONUS
PLAY BONUS
TOTAL ALLOWANCE
BANK
SELECT A SONG
ODE TO JOY
OK
SCRATCH PAD

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WAR STORIES

Feeling combat fatigue from conventional World War II first-person shooters? Ubisoft takes a fresh approach to the battle-worn genre with Brothers in Arms: Double Time for Wii.

By Steve Thomason

It seems likely that more digital Nazis have fallen to gamers over the years than did actual Nazis during the entirety of World War II. With the latest Call of Duty enjoying brisk sales and more installments in EA's Medal of Honor franchise on the horizon, our tour of duty looks to have no end in sight. But one series that has always separated itself from the glut of run-and-gun shooters is Ubisoft's critically acclaimed Brothers in Arms. A thinking man's FPS, it stresses squad-based tactics rather than the far-flung exploits of a single supersoldier. Players can issue orders to squadmates (move, lay suppressive fire, find cover, etc.), and the games place a heavy emphasis on utilizing your environment to pin and flank the opposition. In further contrast to most other entries in the genre, your character's firing capabilities are akin to that of a real human (meaning: you're going to miss a lot), and one shot is enough to bring you down—so don't expect to run out with guns a-blazin' and win any battles on your own. It's a much more strategic, deliberately paced experience than its counterparts.

In anticipation of the series' Wii debut this fall with Brothers in Arms: Double Time, we caught up with Randy Pitchford, president of developer Gearbox Software, to learn more about . . .

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RANDY PITCHFORD | **PRESIDENT** | **GEARBOX SOFTWARE**

. . . what will be included in the Wii version:

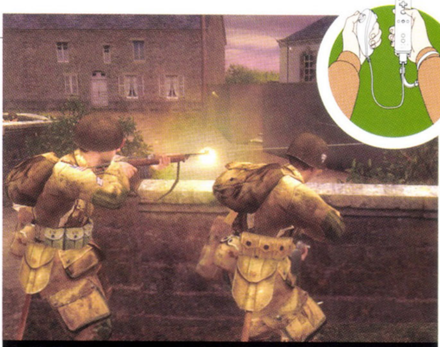
"The first Brothers in Arms game for Wii will include a complete and upgraded retelling of the first two Brothers in Arms stories. This version is two games in one. If you have never played a Brothers in Arms game before, you're getting the absolute best version of two great games with this package."

. . . the game's authenticity:

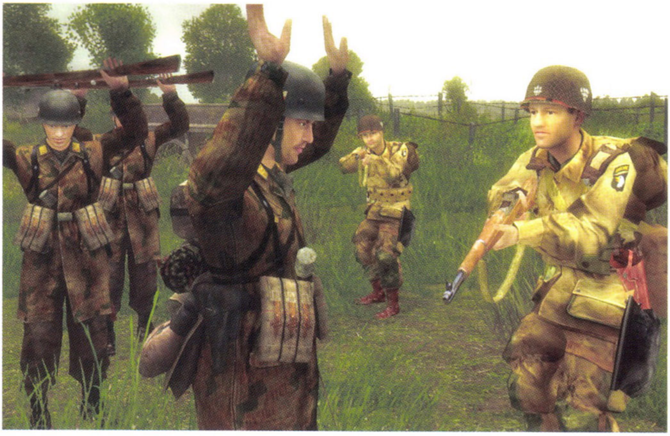
"No game does what Brothers in Arms does with respect to authenticity. We re-create the actual battlefields to the point where if you visit them today after playing the game, you'll be able to find your way around. We put the proper soldiers in the proper places with the proper uniforms and equipment to a degree that no other World War II action game does. The Brothers in Arms games are about a squad of soldiers during a particular battle—this is a closed, focused look, kind of like *Saving Private Ryan*. Most of the other World War II games you play are trying to be a survey of the entire war and they aren't able to do any of it with any particular accuracy or detail. In other games, you tend to feel like you're on *The Truman Show*, where everything is happening according to a script for your benefit. Our desire is to re-create the experiences these men actually had. That follows true in the look and feel, the storytelling and history that you experience, and the actual gameplay with authentic fire and maneuver tactics . . . instead of the usual shooting gallery of inifite bad guys you get in the other games."

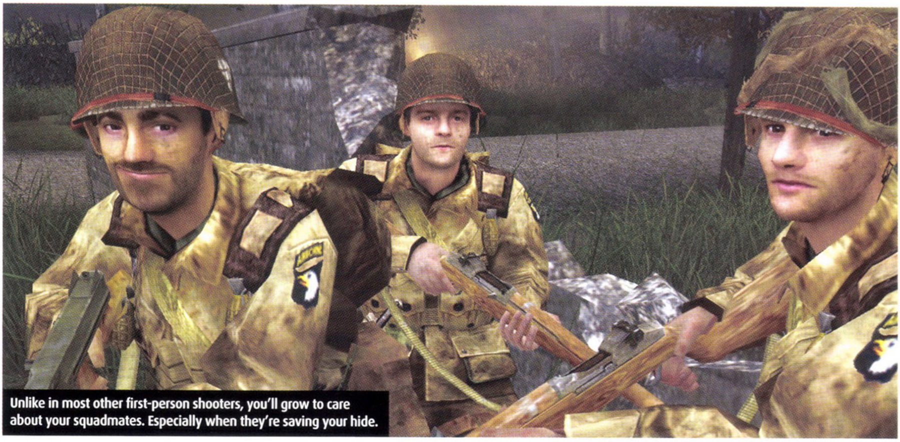
. . . tailoring the experience to Wii:

"The thing I think is most exciting about Brothers in Arms as a Wii game is that it is the best-suited shooter to the new controller. Brothers in Arms is about squad combat and tactics. It's about leadership and decision-making. In the game, you give commands to

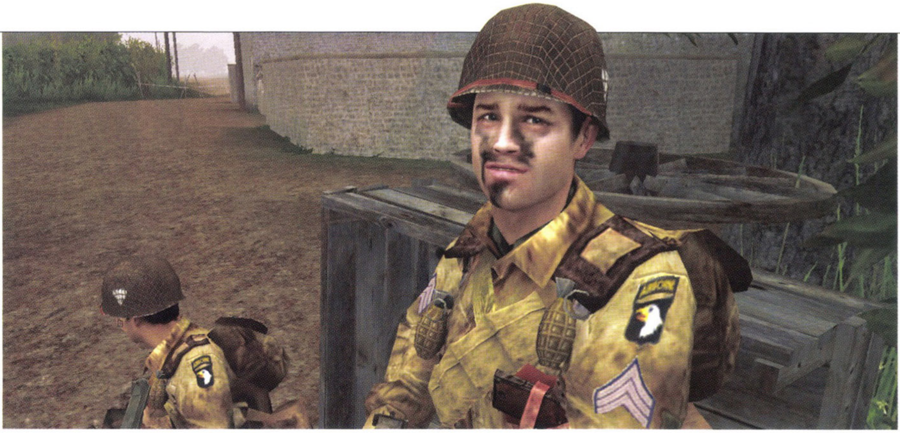


Double Time's visuals seem to be shaping up nicely. The development team promises that the game will take full advantage of the Wii's horsepower.





Unlike in most other first-person shooters, you'll grow to care about your squadmates. Especially when they're saving your hide.



your squad through hand signals. In other versions, this amounts to just pressing a button. But in the Wii version of Brothers in Arms, imagine actually using hand signals! From throwing grenades to looking down the sights, I love that the Wii controller allows us to create a much more interesting simulation."

. . . the game's approach to storytelling:

"I think the individual stories are where all the real drama is. The real stories are at the ground level, the tactical level—not the strategic level. In Brothers in Arms: Road to Hill 30, we told the story of Dead Man's Corner and Objective XYZ. These are unbelievable stories, but they are stories that you cannot find with any primer look at D-Day in a typical text book. These are stories you learn only by digging deep. We discovered these stories from the official record stored at the National Archives in DC. We discovered these stories by talking to the soldiers who experienced them."

. . . the possibility of a multiplayer co-op mode:

"The jury is still out on this. The focus for the Wii version is to make the narrative experience as awesome as possible."

. . .why gamers should look forward to Brothers in Arms on Wii:

"I'm really excited to finally bring this franchise to a Nintendo platform. I'm glad we're doing it with the Wii, where the games can look better than they've ever looked before and playing them can be more lively and exciting than ever before."

"Warfare is a horrible thing," says Pitchford. "We've never pulled punches with authentic language or graphic violence."

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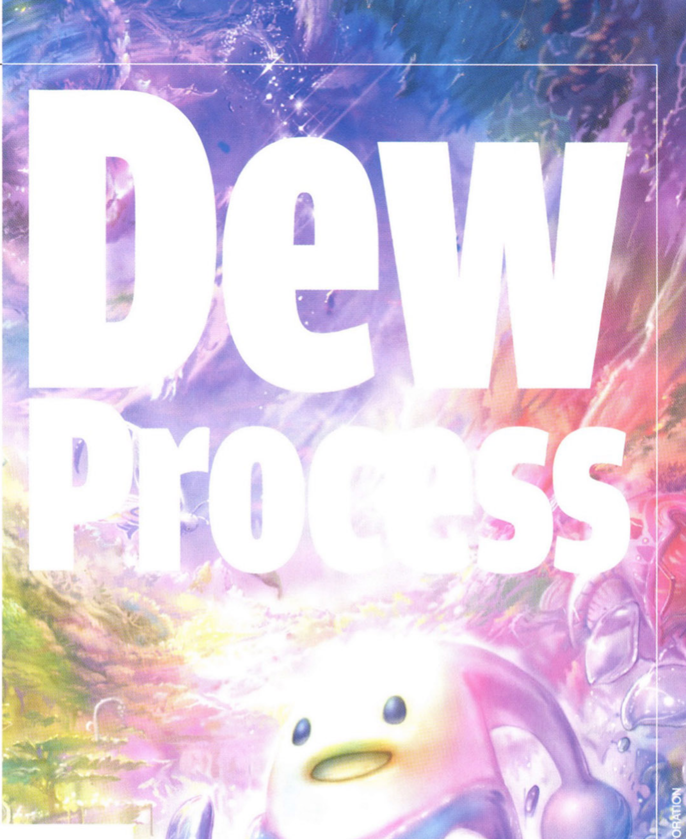

Dew Process

Peer through the mist for an inside look at **Dewy's Adventure**, a wet 'n' wild Wii exclusive from Konami.

By Chris Hoffman

He's small. He's cute. He's armless. He's—let's face it—basically a smiling drop of water. He's Dewy, and later this year he'll be hitting Wii in the appropriately (though tentatively) titled Dewy's Adventure. When evil forces invade a lush, peaceful forest, the Elder Tree uses the last of its power to create a single drop of hope in the form of Dewy—and gives birth to one of Wii's most promising original efforts.

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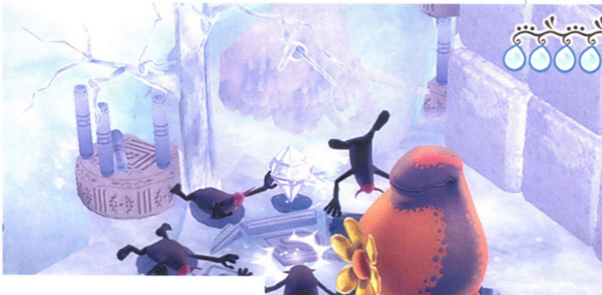
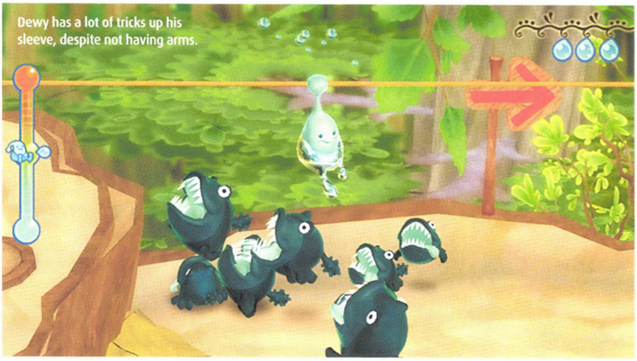


Ice, ice, baby. Dewy's solid form packs the most punch.



Dewy has a lot of tricks up his sleeve, despite not having arms.

Natural Wonder

Not many third-party developers can claim they've created one completely fresh game for Wii, let alone two, but the minds behind Dewy's Adventure can. Having already tapped the Wii's capabilities with last year's first-person hide-and-seek zapfest Elebits, the makers of Dewy's Adventure are ready to raise the bar for character-driven action-adventures. Though Dewy's Adventure differs from Elebits in terms of genre, the games share similarities in regards to their underlying philosophies, themes, and artistic style.

"We had a lot of positive feedback on our character designs for Elebits," explains Dewy's Adventure and Elebits producer Shingo Mukaitoge, "so we wanted to create a new character that shared a lot of the same cute, charming characteristics. [Dewy] does seem like an unlikely hero, but he has a very playful personality and adorable look that brings him closer to the player."

The game also shares the environmentally friendly underpinnings that fueled Elebits' story. Dewy's Adventure begins when the aforementioned evil forces, led by a character known as Don Hedron, invade the tranquil forest guarded by the Elder Tree. Though the Elder Tree and the forest's fairy inhabitants were able to drive Don Hedron away in ages past, this time his foul Black Water proves too overpowering and shrouds much of the forest in polluted shadows and fog.

"The theme of the game is ecology," Mukaitoge states. "Each of the enemies is designed to follow the characteristics of different contaminants that can destroy our environment. For example, hedoro in Japanese means sludge. [For] the leader of these dark forces, we simply added Don to [a version of the word hedoro] and called him Don Hedron."

As if polluting the world wasn't bad enough, Don Hedron's minions add insult to injury by stealing six of the Elder Tree's seven fruits. This is where the innocuous-looking Dewy comes in—it's up to him to traverse six worlds (each with several levels) to find the magical fruits, which will allow him to cleanse and reclaim the forest.

Climate Controls

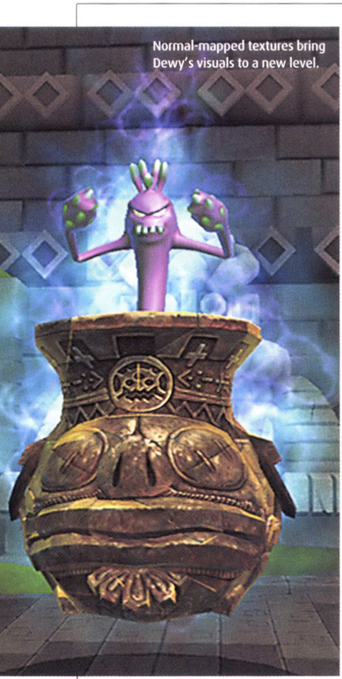
Luckily, Dewy isn't just any ordinary drop of water. He's been infused with elemental powers, and furthermore, he has the ability to change the world's temperature at will. Mukaitoge and his team first discussed the idea of a temperature-control mechanic while they were developing Elebits, but Dewy's Adventure allowed them to bring the concept to fruition.

> "Temperature manipulation is the mechanic in the game that allows us to add so much to the gameplay."
>
> —Shingo Mukaitage

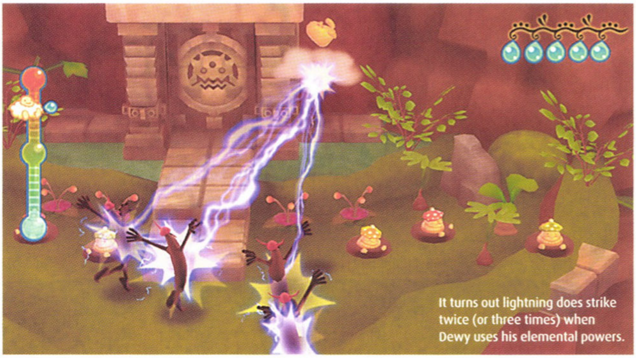
"Temperature manipulation is the mechanic in the game that allows us to add so much to the gameplay," asserts Mukaitoge. "Because we are manipulating the temperature, [we] can change not only Dewy's state of matter but also the whole environment."

When you play Dewy's Adventure, you'll hold the Wii remote horizontally and move Dewy around by tilting the controller in any direction, and you can raise or lower the temperature by pressing up or down on the Control Pad. When you lower the temperature, Dewy's surroundings will frost over and he'll turn to ice, and when you raise the temperature, the world heats up as he transforms into steam. Each of Dewy's three states has different advantages and disadvantages—his liquid form is the easiest to control, his solid form is strong but slippery, and his vapor form can float, but has to rely on air currents instead of tilting the world to maneuver. Figuring out which form to use and how to manipulate the environment to solve puzzles is a key aspect to both navigating levels and beating foes.

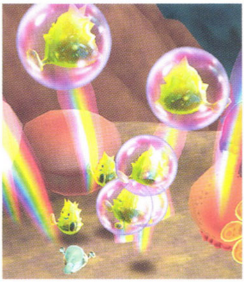
"The mechanic of tilting the world itself isn't anything new—there are several games already that use this feature," Mukaitoge notes. "What makes the game appealing is the ability to manipulate the weather and

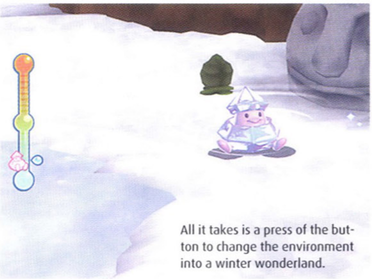


Normal-mapped textures bring Dewy's visuals to a new level.



It turns out lightning does strike twice (or three times) when Dewy uses his elemental powers.





All it takes is a press of the button to change the environment into a winter wonderland.

change both Dewy and the environment in a number of ways. . . . Perhaps Dewy will have to use a combination of temperature and tilting the environment to solve [a] puzzle, such as turning to ice and then sliding across a lake to gain momentum and smash into a wall that blocks his path. Still, this is only one such example—we're trying to bring as much variety as possible to the way the people solve puzzles in the game."

Speaking of variety, Dewy's talents go far beyond adjusting the temperature. In addition to traditional skills—jumping with the 2 Button and attacking with the 1 Button—you can use gesture-based controls designed especially for the Wii's unique features to unleash Dewy's elemental abilities. By shaking the Wii remote you can cause earthquakes; by making a fanning motion with the remote you can create gusts of wind; and when Dewy's in steam form, you can make him hurl thunderbolts. Konami representatives promise that Dewy will have other powers as well.

Even though Mukaitoge isn't ready to reveal all of Dewy's abilities, he promises that they'll make the most of the Wii's capabilities. "The Wii remote has a lot of features that I'm really interested in," he states. "While Elebits was more about the pointing feature, Dewy's Adventure places more focus on motion and tilt control. Between both games, I think we're taking advantage of everything the [Wii] control setup has to offer."

"Dewy's Adventure places more focus on motion and tilt control."

When It Rains, It Pours

The controls aren't the only way in which Dewy's Adventure is taking advantage of the Wii hardware; the game benefits from enhanced graphics capabilities that most Wii developers haven't even begun to utilize. Since the game has been in development for more than a year, the team has been able to add normal mapping—an advanced visual technique that gives textures a 3-D appearance—to many of the models in the game, including some of the bosses.

"For Elebits, we didn't have a lot of time to focus on graphics," Mukaitoge admits, "as the majority of our time was spent implementing so many new types of gameplay. We started Dewy's Adventure while Elebits was still in progress, so we had a lot more time to work on the overall look of the game while implementing the Wii-specific gameplay techniques we learned from Elebits. Graphics are more a time-based thing than anything else, so you can see the extra months that were put into the game."

While the developers' previous experience with Wii has allowed them to take the visuals to a new level, it's also taught them when not to mess with a good thing. Dewy's Adventure will retain two of Elebits' most popular features: a level editor and multiplayer gameplay. Using the level editor, burgeoning game designers will be able to build their own stages—selecting the scenery, enemies, puzzles, and more—then share them with friends online.

"The edit mode in Elebits had a great reception from gamers," Mukaitoge comments, "so we decided to refine it even more for Dewy's Adventure and a new type of gameplay. We think this is a great way to take advantage of the WiiConnect24 feature."

As for the game's multiplayer component, Mukaitoge isn't ready to spill all the beans yet, but he has revealed that up to four players will be able to participate together. When playing with friends, you'll be able to enjoy not only the stages from the single-player game, but stages specifically designed for multiplayer and ones created in the level editor. However, teases Mukaitoge, "You'll have to wait a little longer to find out what the different [multiplayer] modes are."

Though there's still much to be revealed about Dewy's Adventure, the game, much like the hero himself, is brimming with potential. You can look forward to learning more about Dewy as the game approaches its "dew date" late this year.

1

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2006 NINTENDO POWER AWARDS

The votes are in, the ballots have been counted, and we know one tunic-wearing hero who's going to be very happy. Pending any requests for a recount (Cooking Mama's kind of a sore loser), we're proud to present the winners of the 2006 Nintendo Power Awards, as chosen by the NP Staff and our readers.

2006

Wii

GAME OF THE YEAR

Readers' Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NP's Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Not only was Twilight Princess the best reason to pick up a Wii; it may just be the greatest launch title of all time. This isn't the only award it picked up, however, so we need to pace ourselves in dishing out the glowing hyperbole.

2006 GCN

GAME OF THE YEAR

Readers' Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NP's Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

In addition to kicking off Nintendo's new generation of gaming, Link's latest adventure provided a fantastic swan song for the previous generation. Kudos to Shigeru Miyamoto and the development team for keeping their promise and delivering the game on GameCube.

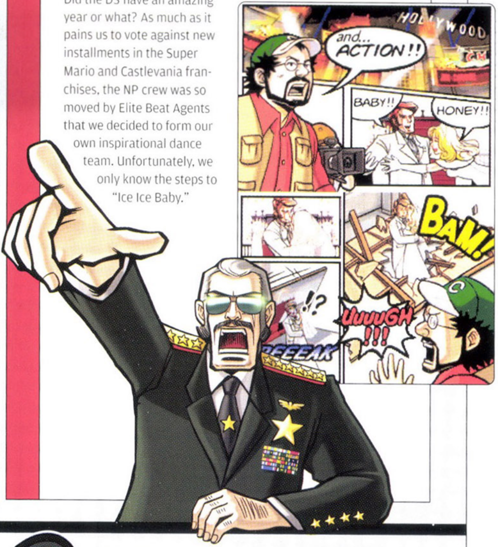
2006 DS

GAME OF THE YEAR

Readers' Pick
NEW SUPER MARIO BROS.

NP's Pick
ELITE BEAT AGENTS

Did the DS have an amazing year or what? As much as it pains us to vote against new installments in the Super Mario and Castlevania franchises, the NP crew was so moved by Elite Beat Agents that we decided to form our own inspirational dance team. Unfortunately, we only know the steps to "Ice Ice Baby."


HOLLYWOOD
and... ACTION!!
BABY!!
HONEY!!
BAM!
!?
BEEEAK
UuuuGH !!!

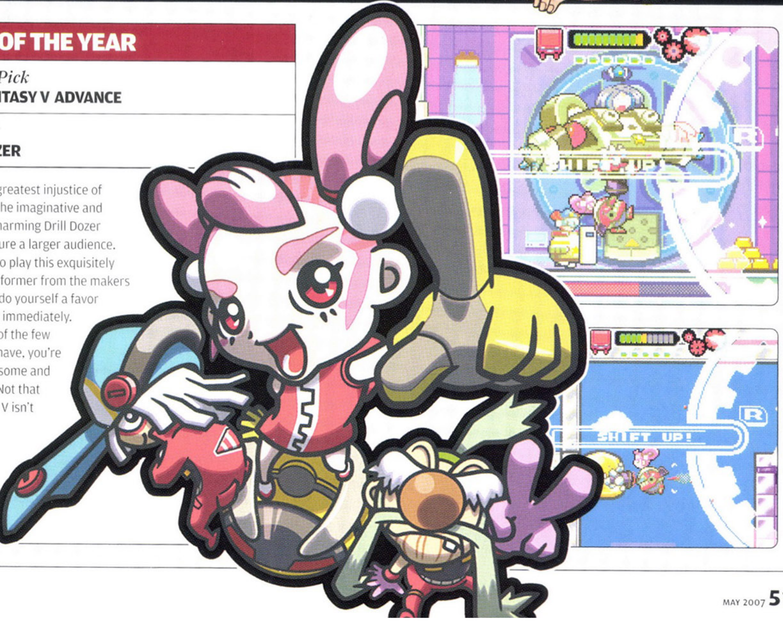
2006 GBA

GAME OF THE YEAR

Readers' Pick
FINAL FANTASY V ADVANCE

NP's Pick
DRILL DOZER

Perhaps the greatest injustice of 2006 is that the imaginative and thoroughly charming Drill Dozer failed to capture a larger audience. If you've yet to play this exquisitely designed platformer from the makers of Pokémon, do yourself a favor and pick it up immediately. If you're one of the few who already have, you're officially awesome and we love you. Not that Final Fantasy V isn't great as well.


SHIFT UP!
R
SHIFT UP!
R

2006 Consoles

BEST GRAPHICS

Readers' Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS (Wii)

NP's Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS (Wii)

After The Wind Waker's cartoon stylings met with no small level of controversy (we, personally, loved them), Eiji Aonuma and his team returned to a more realistic aesthetic for Twilight Princess. The result was a breathtaking realization of Hyrule. From the shimmering waters of Lake Hylia to the surreal gloom of the Twilight Realm, the game's visuals engrossed us in the adventure like no Zelda before it.

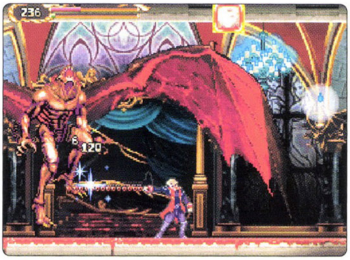
2006 DS

BEST GRAPHICS

Readers' Pick
METROID PRIME HUNTERS

NP's Pick
CASTLEVANIA: PORTRAIT OF RUIN

The smooth 3-D in Metroid Prime Hunters may have been the greater technical achievement, but the NP staff was once again spellbound by the hand-drawn splendor of Castlevania. Konami's artists and animators continue to hone their craft with each new installment, and Portrait of Ruin's varied locales lent it greater visual diversity than predecessor Dawn of Sorrow offered.



2006 All Systems

BEST MUSIC

Readers' Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NP's Pick
ELITE BEAT AGENTS

We felt some trepidation about giving this award to a licensed soundtrack, but Elite Beat's eclectic tunes played a *huge* role in making the game so memorable. Though we loved most of the compositions in Twilight Princess (especially the remixes of classic Zelda themes), the lack of orchestration left us a bit disappointed.

SCORE 0035072
Ohh

2006 All Systems

BEST SOUND/VOICE ACTING

Readers' Pick
CALL OF DUTY 3

NP's Pick
RAYMAN RAVING RABBIDS

From the maniacal screams of its wild-eyed Rabbids to the panicked moos of an airborne heifer, much of Rayman's unhinged comedic punch was the product of inspired sound design. The latest Call of Duty provided a convincing aural experience as always, but how often do you get the chance to reward a game for *creativity* in the Best Sound category?

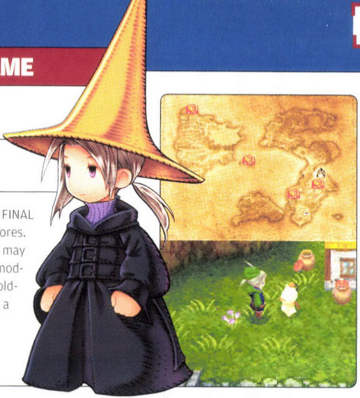
BEST RPG/STRATEGY GAME

2006 All Systems

Readers' Pick
FINAL FANTASY III

NP's Pick
FINAL FANTASY III

Sixteen years after its original Japanese release, FINAL FANTASY III finally made it to North American shores. Was it worth the wait? Most definitely. The game may not have the narrative or gameplay depth of its modern-day counterparts, but this 8-bit gem has an old-school charm all its own, and the DS version sets a new standard for classic remakes.



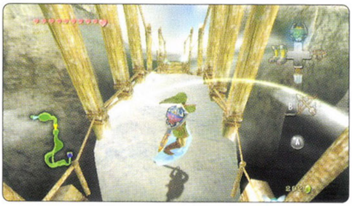
BEST ADVENTURE

2006 All Systems

Readers' Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NP's Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Most people would probably name Twilight Princess their favorite adventure game of 2006 for its vast world, superlative dungeon design, awe-inspiring boss battles, and compelling story. But our reason for giving it the nod: you can snowboard against a yeti.



BEST PLATFORMER

2006 All Systems

Readers' Pick
NEW SUPER MARIO BROS.

NP's Pick
NEW SUPER MARIO BROS.

Mario's first side-scrolling platformer in over a decade did not disappoint. The eagerly anticipated DS title captured the simple essence of the original NES game perfectly while introducing just enough new stuff to keep things fresh for those of us who grew up with the plumber. Now all we ask, Mario, is that you don't make us wait another 10 years for your next side-scrolling masterpiece, okay?

×84
1-
×99
SCORE 00120770

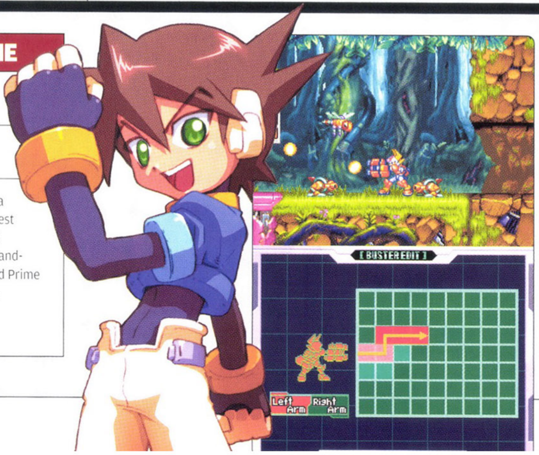
BEST SHOOTER/ACTION GAME

2006 All Systems

Readers' Pick
METROID PRIME HUNTERS

NP's Pick
MEGA MAN ZX

This was another tough choice for the NP crew, but Mega Man ZX scored a surprising upset. The Blue Bomber's latest takes a much-needed break from the battle network and returns the franchise to its roots with some classic blast-and-slash action. The readers' vote was close, as well: Metroid Prime Hunters beat out Red Steel by the narrowest of margins.



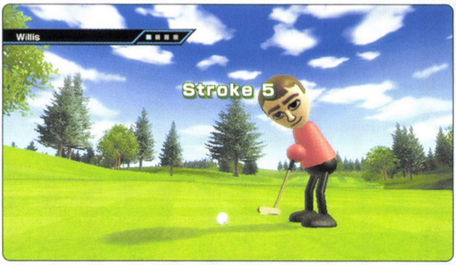
2006 All Systems

BEST SPORTS/RACING GAME

Readers' Pick
Wii SPORTS

NP's Pick
Wii SPORTS

What it lacks in depth and complexity, Wii Sports more than makes up for in accessibility and simple fun. Any title that can get grandma to play a video game for the very first time deserves major props (as long as we're able to pry the Wii remote from the old bag's hands afterward). We are anxious to see fleshed-out versions of these sports, though. How awesome could Punch-Out, Mario Bowling, or Virtual Tennis be on Wii?



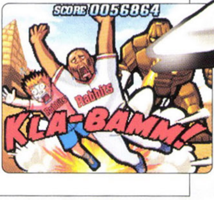
2006 All Systems

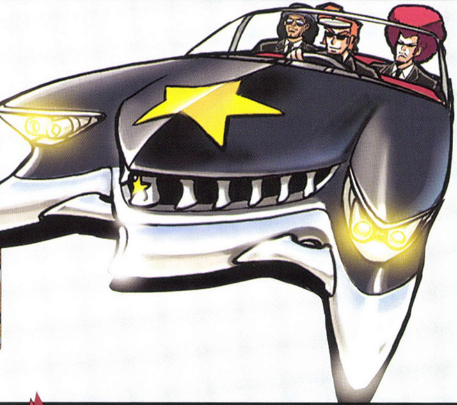
BEST ALTERNATIVE GAME

Readers' Pick
BRAIN AGE: TRAIN YOUR BRAIN IN MINUTES A DAY

NP's Pick
ELITE BEAT AGENTS

While we were busy tapping our feet to "Y.M.C.A.," you guys were staving off dimentia with Dr. Kawashima's daily cerebral workout. An admirable choice, to be sure. But at least Elite Beat Agents doesn't cause your fellow bus passengers to question your sanity. "BLUE! YELLOW! RED!"





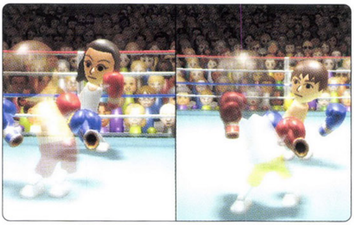
2006 All Systems

BEST MULTIPLAYER

Readers' Pick
Wii SPORTS

NP's Pick
Wii SPORTS

The true test of any good multiplayer game is whether you're still playing it months after its release. That's certainly been the case with Wii Sports, as impromptu bowling and tennis tournaments continue to pop up around the NP office. Now if only we could get Pete to stop screaming at the TV like he's John McEnroe.



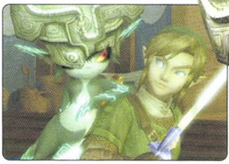
2006 All Systems

BEST NEW CHARACTER

Readers' Pick
MIDNA (THE LEGEND OF ZELDA: TWILIGHT PRINCESS)

NP's Pick
AGENTS J, DEREK, AND MORRIS (ELITE BEAT AGENTS)

Midna brought an element of mystery to Twilight Princess, and as the character evolved over the course of story, she only became more fascinating. Unfortunately, to the best of our knowledge, she can't dance. Agents are go!



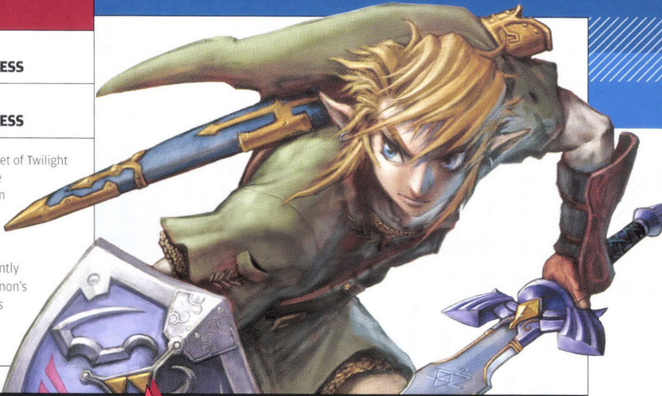
2006 All Systems

BEST STORY/WRITING

Readers' Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NP's Pick
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

As should be obvious by now, pretty much every facet of Twilight Princess is amazing. What ties the whole experience together, though, is the most compelling narrative in the franchise's history. The direct connections to Ocarina of Time sent nostalgic chills down our spines, and the adventure carried more dramatic weight than your typical Zelda thanks to a significantly darker tone (as exemplified by the revelation of Ganon's fate). You also get a much better feel for the game's iconic hero than in previous installments (even if he's still mute).



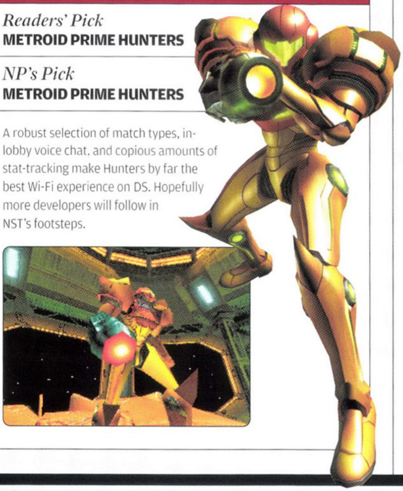
2006 DS

BEST WI-FI FUNCTIONALITY

Readers' Pick
METROID PRIME HUNTERS

NP's Pick
METROID PRIME HUNTERS

A robust selection of match types, in-lobby voice chat, and copious amounts of stat-tracking make Hunters by far the best Wi-Fi experience on DS. Hopefully more developers will follow in NST's footsteps.



2006 Wii

BEST Wii CONTROL

Readers' Pick
Wii SPORTS

NP's Pick
Wii SPORTS

No title demonstrated the potential of the Wii controller better or more intuitively than Wii Sports. Anyone, regardless of experience, can pick up and play the game in a matter of moments. As an added bonus, it finally got us off the couch for a reason other than to pay the pizza-delivery guy.

Move
Switch

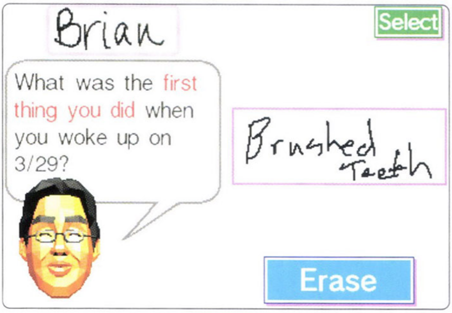
2006 All Systems

BEST DS FUNCTIONALITY

Readers' Pick
BRAIN AGE: TRAIN YOUR BRAIN IN MINUTES A DAY

NP's Pick
BRAIN AGE: TRAIN YOUR BRAIN IN MINUTES A DAY

While Wii Sports exercised our bodies, Brain Age gave the ol' grey matter a workout by taking full advantage of the DS's unique capablities. It may not be a *game*, per se, but it's the type of software that simply wouldn't be possible on any other system. And hey—anything that might help us remember Smash Bros. combos is OK in our book.



Brian

What was the first thing you did when you woke up on 3/29?

Brushed Teeth

2006 All Systems

GAME OF THE YEAR

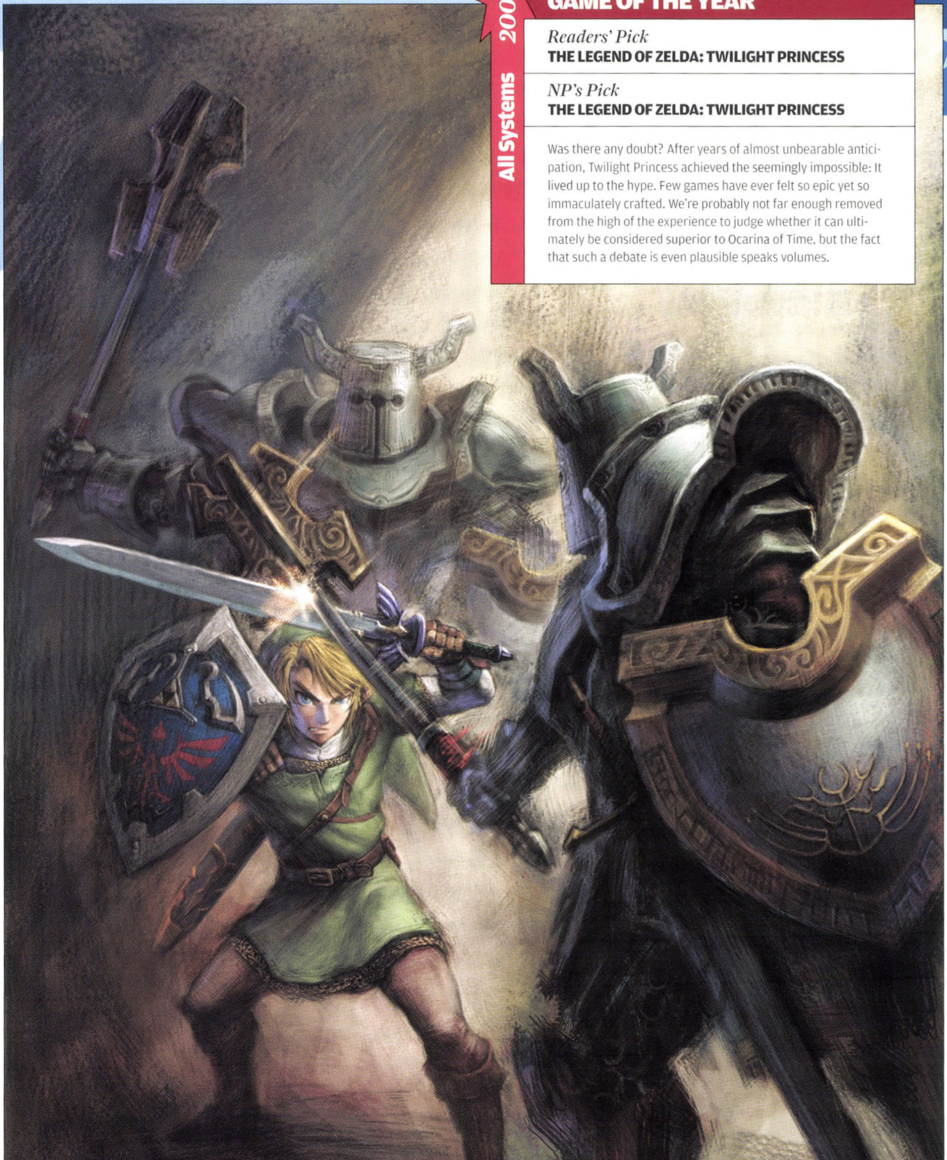
Readers' Pick

THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NP's Pick

THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Was there any doubt? After years of almost unbearable anticipation, Twilight Princess achieved the seemingly impossible: It lived up to the hype. Few games have ever felt so epic yet so immaculately crafted. We're probably not far enough removed from the high of the experience to judge whether it can ultimately be considered superior to Ocarina of Time, but the fact that such a debate is even plausible speaks volumes.



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NINTENDO POWER
OFFICIAL MINIGUIDE

BUILD A BETTER ROBOT

The fight spills out of the holosseums and into the streets in Nintendo's Custom Robo Arena. Your battling 'bot should be ready for any situation.

By George Sinfield

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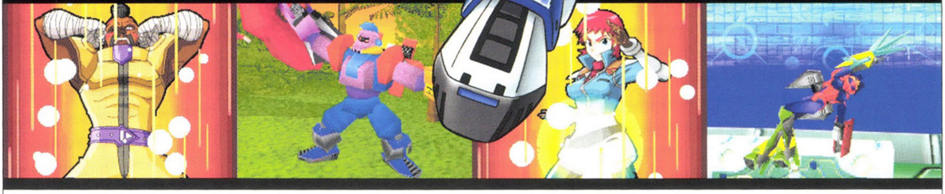
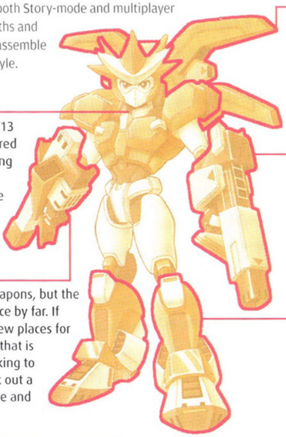


CREATE A HERO FROM THE GROUND UP

As you advance through the game, you'll accumulate robo bodies and parts that you can put onto the body in both Story-mode and multiplayer battles. Every part has strengths and weaknesses. It's up to you to assemble a 'bot that fits your fighting style.



Body

Custom robo bodies come in 13 categories, such as the armored Big Boys and the high-jumping Aerial Beauties. Each has its own style and attributes. Size up your situation and pick a body that works for you.

Gun

Your robo can carry three weapons, but the gun is its most versatile device by far. If you're in an arena that has few places for cover, you'll need a weapon that is quick to reload. If you're looking to shoot around obstacles, seek out a weapon that has a long range and strong homing abilities.

Pod

If you want to fire and forget, look for pod vehicles that will seek out targets and stay on the field for a long time. Straight-shooting pods work better if you want to pull off combo attacks.

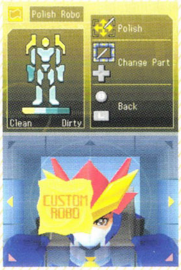
Bomb

Some bombs explode around your foe to keep it from moving. Others are adept at getting around obstacles, and many are just plain powerful. Select one that complements the rest of your robo's gear.

Legs

Legs give your robo speed, jumping ability, and air-dash power. Base your leg selection on the makeup of the holosseum and your opponent's equipment selection.

KEEP IT CLEAN



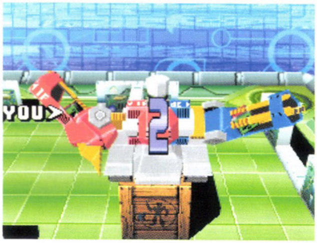
Your robo will start to lose its sheen while it's kicking up the dust and knocking the oil out of its opponents. A grimy 'bot doesn't perform to the best of its abilities. Buy the Super cloths and use them to polish every part of your creation regularly.

ANATOMY OF A BATTLE

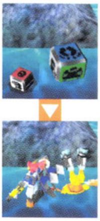
A custom robo battle is a lot more than just two 'bots beating each other up. There's a preamble, battle strategy, and rewards for a good performance. It pays to be prepared before you start mixing it up.

BLAST OFF

You can aim the robo launcher during the pre-battle countdown. Watch where your opponent is aiming, and try to land on the opposite side of the arena, taking into account the possibility that your 'bot will richochet off the arena's boundaries midflight.



Happy Landings

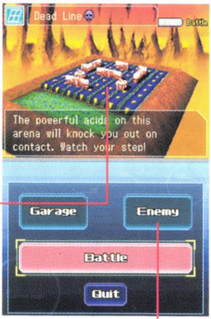


Your robos' cube has markings on the sides that show body parts. If the cube lands with the head up, your fighter will be upright from the start.

Landing upright gives you an opportunity to do damage while your foe is getting up. If you land tail up, press any button repeatedly to right your robo in a hurry.

GET READY FOR A FIGHT

You'll want to formulate a battle strategy and outfit your scrapper based on the nature of your enemy and your surroundings. Step into the garage and test-drive a few configurations before you settle on a 'bot build.



The powerful acids on this arena will knock you out on contact. Watch your step!

Arena Type

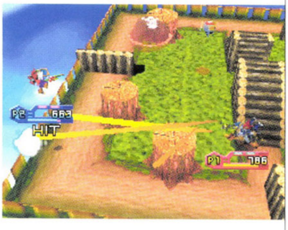
A rotating view of the arena will let you know what you're in for. The arena may have pools of acid (in which case you'll want to be very mobile), lots of obstacles (a case for strong jumping abilities), or any number of other distinguishing features.

Enemy Equipment

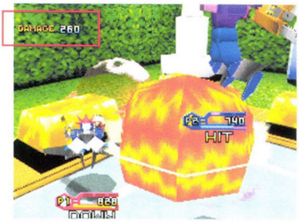
By tapping the Enemy tab, you can see what your foe looks like and what weapons it is equipped with. The interface allows you to investigate every attribute of the opponent's makeup. Take that into account as you outfit your own fighter. If your foe is fast, for example, you'll want to be fast, too, or well-armored to withstand surprise attacks.

ATTACK STRATEGIES

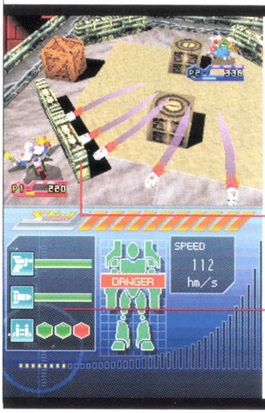
Your attack strategies will vary depending on how your robo and your opponent's robo are equipped, but the goal is always the same: hit your foe early and often. Computer-controlled opponents move around quickly. Stay away while the robo is firing, then jump, air-dash, and attack while it is attempting to reload.



Use Your Resources



Combo attacks are key to a quick victory and large post-battle rewards. Since some weapons have homing capabilities and others don't, you'll likely have to get close to your opponent to ensure that you score hits with all of them. Wait until your foe is vulnerable, then move in, charge, and fire away.



DEFENSIVE STRATEGIES

The best way to maintain a strong defense is to know the properties of your opponent's weapons; particularly those of its gun. If your foe is equipped with a short-range gun, for example, keep your distance at all times. If it's carrying a firearm that has a long reload time, you'll do best by hiding behind obstacles then getting close at the crucial moments.

Know Your Environment

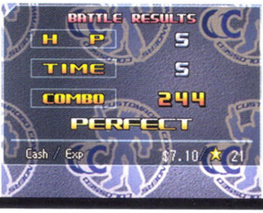
Run, jump over obstacles, and try to keep an object between you and your opponent whenever you're not firing.

Reload in a Safe Place

If you've pummeled your opponent to the point that it's invulnerable temporarily, or if your weapons are reloading, seek shelter. Find a large wall or an inside corner that will protect you from two angles.

FAVORABLE RESULTS

After your victory, the amount of cash and experience that you'll earn are tabulated based on the strength of your opponent, the amount of damage that your robo incurred, the time that it took for you to win, and the biggest weapon combo that you executed. An aggressive battle strategy nets you a bigger reward.



BATTLE RESULTS
H P 5
TIME 5
COMBO 244
PERFECT
Cash / Exp $7.10/★21

THE ROAD TO THE ROBO CUP

You'll need experience and robo parts to prove your commanding mettle in the single- and multiplayer modes. The only way to build your arsenal is to advance through the story. You'll begin as a newbie, but eventually you'll play for the Robo Cup. The following steps take you through the first two weeks of that journey.

TEAM NUMERO UNO

You'll team up with Liv and Dennis of Team Numero Uno on the first day of class at Midheart High. They'll show you the ropes and set you up for your first fight. Engage in battles to earn new parts for your Ray Mk II robo.

1 Your new teammates will show you around the Central District and usher you into the Robocenter. There you'll get your Commander's Belt and take on a line of other commanders for cash and experience. Defeat Dickie to earn the Mission Battles checklist.

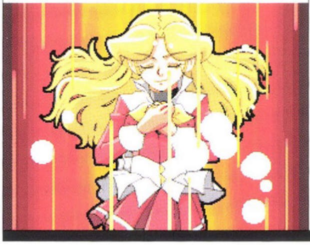
THE TOURNAMENT CIRCUIT

Your first full week at school will be about earning money, building your 'bot, and advancing through the local tournaments. Talk to the kids who are tossing cubes and challenge them to battles. Use your winnings to buy parts at the school and at the shop in the Central District.

2 Talk to Dennis in the school's main hall to start the tournament. At the end, you'll battle Bull in the Sonic Circuit arena. Equip your robo with the fast Formula legs to keep your footing on the conveyor belts.

3 Travel west to the Harbor District and advance to the top floor of NeoBrain where Dad will show you around and test your skills. The district also houses Bayside Academy, a diorama shop, and a parts shop that will be closed on your first visit.

4 You'll fight Serene at the end of the Forester Prep tournament. Equip your robo with the Long Thrust legs to match Serene's jumping abilities, and a long-range gun that has high homing attributes or scattered shots to help you hit her while she's rocketing around the arena. Serene has the power-enhancing Soulboost. Duck behind cover as soon as her robo begins to glow gold.



5 Liv's interest in the Soulboost will take your team to Mt. Zephyr. Talk to an officer to discover the path that offers the most-difficult battles (and the most experience). Stark will turn you away at the peak, but you'll meet him later.

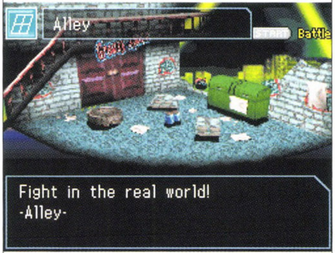
ROBO COPS

Police cadet Duncan will visit during dinner at your home on the fifth day of the adventure. Impressed with your skills, he'll ask you to meet him at the Robocenter after your classes on the following day. Good standing with the police will help your cause.

6 Whenever you have a chance for a battle, take it. Win quickly with combos and avoid enemy fire. A good performance will increase your earnings and let you buy new equipment for crucial battles. At the Robocenter, you'll have important fights with Duncan and Tanya (you'll earn the Robocade key after the latter engagement). On the following day, you'll meet Duncan in Bull's room, then head off to NeoBrain to visit Dad.

7 After you arrive at NeoBrain, spend time on the first floor battling and buying equipment, then advance to Dad's lab. You'll be put to the test there to earn the prototype Ray Mk III body. It's a balanced fighter that gives you the power to double-boost in the air.

8 After you leave NeoBrain head to the clock tower in the Central District to meet with Duncan. During your patrol, you'll encounter commander Marv. He'll defeat Duncan then challenge you to a fight. The arena's short walls will give you little protection. Use fast legs and the Ray Mk III's air boosts to evade Marv's fire. Also, favor the center of the arena. If Marv manages to force you into a corner, he'll let you have it with combos.



Fight in the real world!
-Alley-

As you continue your patrol you'll battle another thug, but this time in the real world (no holosseum). The battle will start immediately (without a robo-launcher entrance). It will be your first experience with an illegal part: your opponent has a Meteor Storm gun. The close quarters of the real-world venue make it difficult to avoid enemy fire. Weapons that reload quickly (such as the Blade gun) will allow you to be aggressive and keep your enemy stunned while you pull off combos.

9 Return to police headquarters and talk to Duncan's boss, Kris. She will let you off the hook for illegal battling and give you a letter that will introduce you to Stark on Mt. Zephyr.

YOU'VE GOT TO HAVE SOUL

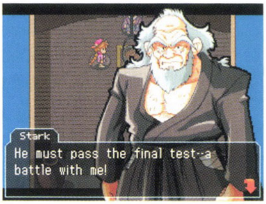
Stark will not let you in on the ways of the Soulboost until you have enough experience to reach the Fellow class. Build with battles, then meet Dennis at your school's gate before going to Mt. Zephyr. At the peak, Stark will send you on a mission to fight three commanders (steps 10-12 below), testing your Soulboost worthiness.

10 You'll find Kris in the police training room adjacent to headquarters. Answer her questions the way you think a law-abiding officer would. During the fight that follows, you'll have just 100 seconds to beat her. Double-boost over barriers to get close to her, and execute combos to damage her quickly.

11 Winchell is in the Diorama shop in the Harbor District. He'll ask you for a particular diorama. Keep purchasing dioramas until you have the right one. To win the challenge, you'll have to execute a 160-point combo and beat Winchell within 120 seconds. Equip your robo with fast legs and direct-firing guns, pods, and bombs. Get close to Winchell and let him have it.

12 You'll find Shipley hiding behind the NeoBrain building. He'll run off to hide behind the clock tower in the Central District, then shuffle off to a fountain in the large park in the Hillside District. Your battle with him will take place in the Dead Line arena, which has conveyor belts that run to a deadly acid pool at one end. Use air boosts and rest next to the arena's obstacles to keep from falling into the acid.

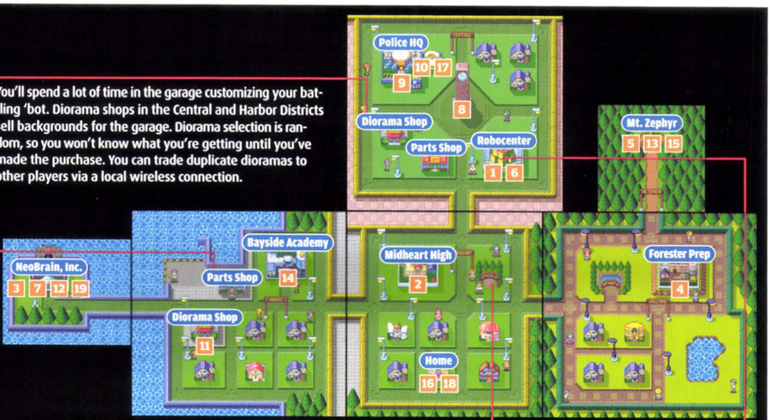
13 Following your victories over Stark's associates, return to Stark's camp to take on the master. His Gramps body air-boosts up to six times consecutively, giving him air superiority. Keep your distance and use long-range homing weapons to take him out. The Soulboost will be available to you from the start of the battle. It takes several battles to build up the boost, so use it sparingly.



He must pass the final test--a battle with me!

14 On the day after your battle against Stark, go to Bayside in the Harbor District for the last school tournament. You'll fight criminals on the way and learn of Liv's mental power. The tournament opponents each have their own arenas. Solax will fight you in a flooded holosseum that allows combatants to hide underwater. Terrax will take you on in an arena that has obstacles that become invisible at times. Stay airborne to shoot over them. Lunax's arena features a sinkhole in the middle that is filled with magma. You'll want to stay clear of it.

FIND YOUR WAY



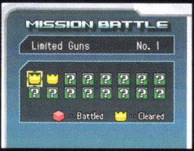
Diorama Shops

You'll spend a lot of time in the garage customizing your battling 'bot. Diorama shops in the Central and Harbor Districts sell backgrounds for the garage. Diorama selection is random, so you won't know what you're getting until you've made the purchase. You can trade duplicate dioramas to other players via a local wireless connection.

Parts Shops

There are parts shops all over town. You'll start by purchasing parts in the Central District and at Midland High. The shops there carry a rotating stock of weapons and legs, but no robo bodies. Your first chance to purchase new bodies will be when you visit the NeoBrain parts shop. The shop in the Harbor District will open during your second week. Its stock is considerably more advanced than what the other shops offer.

Mission Battles



You'll get the Mission Battles checklist on your first visit to the Robocenter. It lists battles that have special conditions, such as part restrictions and combo goals. You'll run into citizens, such as a kid outside the entrance to Midheart High, who will challenge you to battles that you can check off your list. Select the Notes section from the in-game ring menu, then choose Mission Battles to see your progress.

The Robocade

Your battle against Tanya at the Robocenter will give you the Robocade Key. Once inside, you can battle AI-controlled robos for cash prizes (but no experience). The better you do in a five-battle sequence, the more money you'll make. If you lose any battle, you'll be kicked out without a reward.

OUT OF THE FRYING PAN . . .

The story section that comes after the Bayside tournament centers on your pursuit to earn a license that allows you to fight outside of holosseums legally. That'll put more emphasis on street battles, and give you more opportunities to earn cash and experience. It starts with your meeting Hunter at school. After that, talk to Kris at police headquarters. She'll point you in Stark's direction.

15 Return to Mt. Zephyr for a battle with Stark to obtain the license. The fight will take place in the acid-filled Dead Line arena. You'll need maneuverability and strong air-boosting skills to stay away from danger.

16 After dinner, Duncan will call you to put your new license to the test. Go outside and hunt down criminals: a new pool of opponents to help you earn experience.

17 After your night out and a day of classes, go to police headquarters to check in with Duncan and Kris. You'll meet Liv's brother, the Robo Cup champ Eddy, and Kris will give you a Klimt body, which you'll take for a spin in a fight against her. Use the new body's defensive charge move (X Button) to deflect hits.

18 Upon your return home, you'll discover that Mom and Dad are out of the house. Liv will show up and ask you to fight criminals outside. It will become clear that Liv actually wants you to fight her brother, giving you insight about Liv and Eddy's relationship and their family history. While that drama unfolds, you'll see that Mom and Dad are in danger. Team up with Eddy to save them.

19 On the day before the Commander festival, your teacher, Mr. Stubbs, will set up a hide-and-seek battle game during class. You'll find Polly in the cafeteria, Kindjal between the bookshelves of the main hall, and Mr. Stubbs in the boys' bathroom. After class, head to NeoBrain and fight resident kid commander Sling. You'll battle him twice. During the second battle, he'll use the illegal Rear Front gun. The gun's pink shots scatter wide. Stay behind cover and wait for Sling to reload, then strike with all of your firepower.

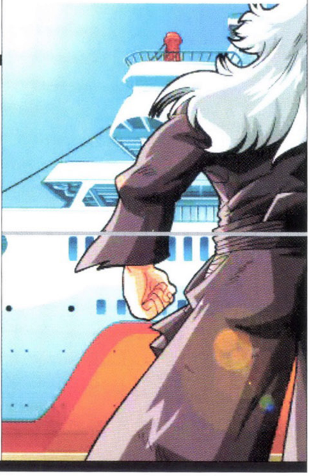
TAKE COMMAND

The Robocenter hosts the Commander festival, which is the last tournament before the Robo Cup. Once you're inside you can't leave, so make sure to get all of the battle experience and parts that you need before entering the tournament. Your opponents are Marv (he'll give you a robo body), Terrax, Tanya, and Solax. Following your victory, you'll engage in an exhibition battle against Hunter. He's quick. Use far-reaching and speedy weapons to take him down.

ROBOCENTER
ARCADE
ROBOCENTER

ROBO CUP OR BUST

You've cemented your entry into the Robo Cup. You'll battle familiar faces and new challengers, including Eddy and his friend Billy. Before you board the ship in the Harbor District, build up to the Soldier class. There's more than just the Robo Cup ahead of you, so you'll have to be prepared for anything.



Now You're Cooking with Power

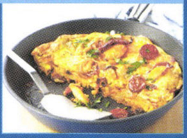
The recent spate of cooking games on Wii and DS inspires one NP writer to put his real-life culinary skills to the test. Get ready for a full day of mouth-watering meals . . . or stomach-churning disasters.

By Chris Hoffman

EXOTIC FLAVORS FOR ANY TIME OF DAY!

THE 12-SECOND DESSERT: HERE'S HOW

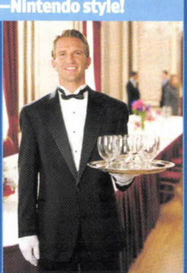
A breakfast classic with a brand-new twist!



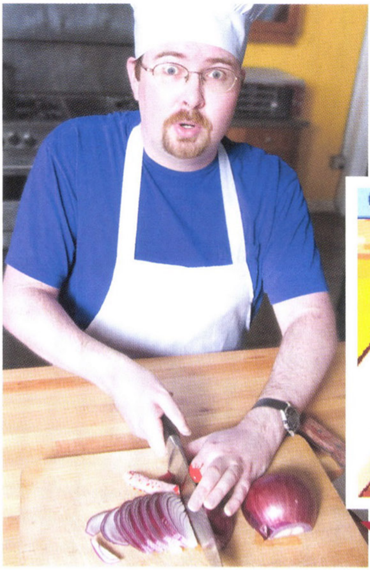
Pizza the authentic way!

Succulent seafood!

Present and serve your meal—Nintendo style!



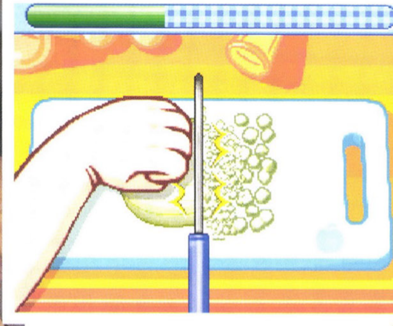
Photos by Jim Catechi

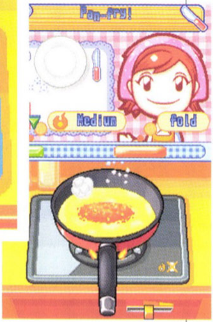


Breakfast: Rice in Omelet

I decided to kick off my delicious day with a breakfast derived from last year's sensational DS game, Cooking Mama from Majesco. The rice-and-chicken-filled omelet was coming along beautifully until it was time to chop the onions. Slice, slice, slice, and then—oh, would you look at that? Just call me Mr. Butterfingers. Wow, that hurt, and kind of ruined my breakfast. But a flesh wound wasn't enough to deter me from my day of culinary mastery—after all, I have nine other fingers. I stuck the severed digit in the fridge to keep it cold so I could get it surgically reattached later. Thank goodness for NP's medical plan.

REAL LIFE VS COOKING MAMA



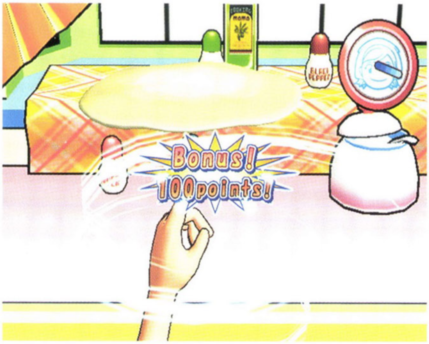


TASTY TIP: When chopping vegetables, wear gauntlets.

Lunch: Pizza

REAL LIFE VS COOKING MAMA: COOK OFF

In Cooking Mama: Cook Off (for Wii), I scored 1,749 points and earned a gold medal for my pizza-cooking prowess, so I figured that making a pizza from scratch for lunch would be a cinch. Mashing tomatoes into sauce? No problem! Grating cheese? Child's play! Kneading dough? I could do it with my eyes closed. Tossing and spinning the dough? Easy as—er, no, wait. That one didn't go so well. Twirling around a Wii controller is one thing (I even earned ample bonus points), but actually spinning the dough on my finger wasn't nearly as simple as it seems in the game. Maybe I needed more flour. Or yeast. Or skill. Or maybe I should have ordered out. That would have helped.

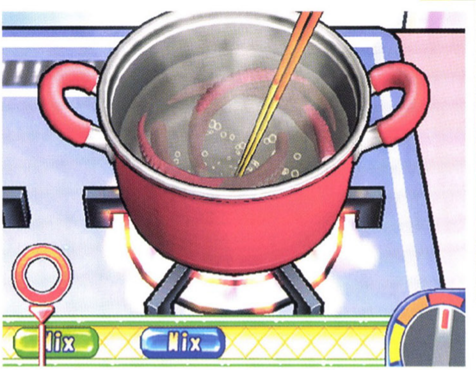


TASTY TIP: If you poke a hole through your pizza, just pretend it's a really big bagel.

Dinner: Galician-Style Octopus

REAL LIFE VS COOKING MAMA: COOK OFF

Although my first two meals didn't work out as planned, I decided to kick it up a notch and attempt more-exotic cuisine for my third dish: Galician-Style Octopus (as featured in Cooking Mama: Cook Off). It takes only four simple steps to prepare the recipe in the game, but in real life, well . . . honestly, I don't think I can talk about this one yet. Suffice to say I'm probably going to need a lot of therapy before I can go back to Sea World. Let this be a lesson to you: make sure the ingredients aren't alive when you put them in the pot.

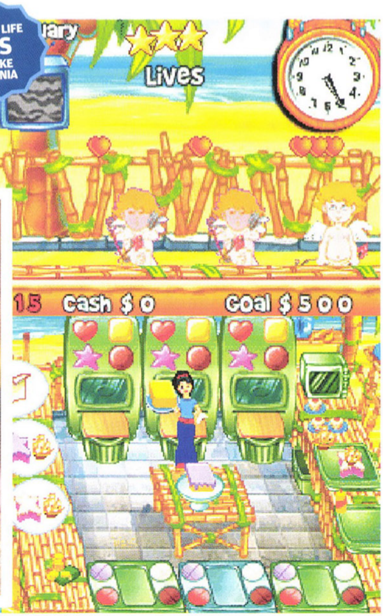


TASTY TIP: You're at least 42 percent less likely to be attacked by a rutabaga than by a cephalopod.

Desert: Chocolate Cake

REAL LIFE VS CAKE MANIA

In Majesco's Cake Mania for DS, you can bake and frost a cake in 12 seconds flat. Tired of getting bested by game scenarios, I was determined to outperform the PC-derived cake-baking sim. To overcome the substantial challenge, I brought in some heavy-hitting backup: the tried-and-true countertop grill endorsed by a cuddly former world heavyweight boxing champion. In a flurry of flour, frosting, and fudge, I put together a delectable chocolaty treat that tasted at least half as good as it looked. I wouldn't exactly call it a cake, and I wouldn't exactly call it edible, but I made it in almost 12 seconds. Almost.

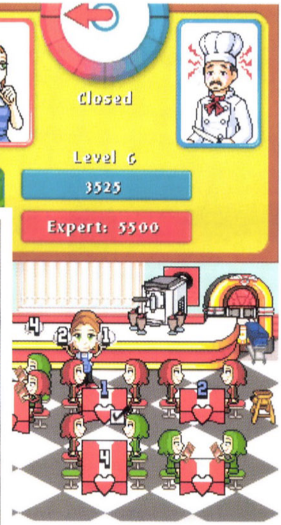


TASTY TIP: Whatever you do, don't try this at home.

Hosting: Serving with Style

Inspired by Eidos's upcoming DS title Diner Dash (chow down on the preview on page 28), my fifth and final food-themed trial of the day wasn't based on cooking, thankfully; instead it consisted of me hosting a meal and serving food to my friends. But since they fled, I was stuck with my Nintendo Power colleagues. And because my earlier cooking efforts didn't quite turn out as well as I'd hoped, I whipped up something even I couldn't mess up. I served sandwiches consisting of pastrami, aged Swiss cheese, green-leaf lettuce, and ripe tomatoes on delicious sourdough bread. All signs pointed toward one of my food-related efforts finally coming off without a hitch . . . wait . . . that's not a pickle spear. I'll be darned. I knew I shouldn't have stored that in the cold-cuts drawer.

REAL LIFE VS DINER DASH



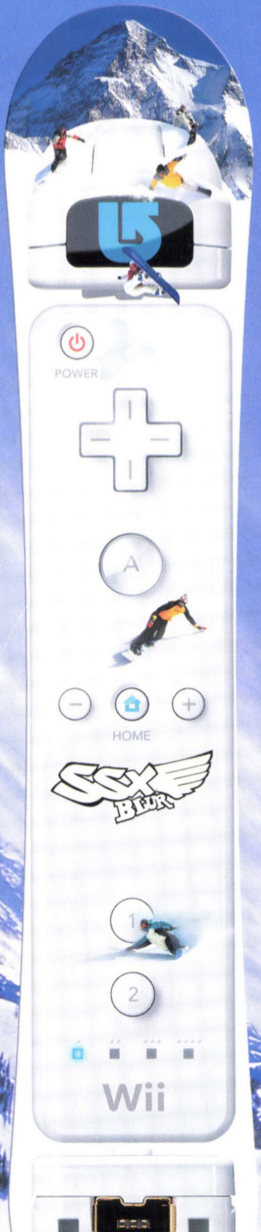
TASTY TIP: If this happens to you at a local eatery, call your lawyer ASAP.

Food for Thought

Battered, beaten, bloodied, and very hungry, I finally hung up my apron in defeat. I may be an award-winning gourmet in Cooking Mama and rake in the tips in Diner Dash, but I'm no match for the real-life terror of stoves, grills, cutting boards, and tentacled deep-sea creatures. That cake I'm holding three pages back? I bought that at my neighborhood grocery store. From now on, if I'm cooking anything more complicated than a frozen dinner, I think I'll stick to preparing it on my DS or Wii—that way, if I mess up I can just try again without any mess (or pain, or embarrassment). Now if only I could eat the virtual food . . . .

RECIPE FOR DISASTER!

DISCLAIMER: No humans or octopi were actually harmed during the making of this article. Well, the octopus was boiled. Our bad.



POWDER PLAY!

GRAND PRIZE

1 WINNER!

Snow job? No way. One winner will challenge the slopes at Jackson Hole riding a one-of-a-kind Burton snowboard that shows big love for SSX Blur and Wii. **And when the lucky dog isn't misty-flipping down Rendezvous Mountain, he'll chill out with his own copy of EA's daring SSX Blur for Wii.**

NINTENDO POWER

PLAYER'S POLL SWEEPSTAKES

May 2007

SECOND PRIZE

10 WINNERS!

So you didn't win the once-in-a-lifetime trip to the Tetons.

Get over it. Ten of you will still score an amazing Wii snowboarding experience with a copy of SSX Blur. Don't forget to strap in!

Wii
SSX
BLUR
RP
EA BIG

NINTENDO POWER
Wii

THIRD PRIZE

50 WINNERS!

Even if you can't show off your best moves on the mountain, you'll turn heads with our fashion-forward, strapless Wii T-shirt!

OFFICIAL SWEEPSTAKES RULES

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "SSX Blur" on a 4" x 6" postcard, and mail the entry to this address:

**NINTENDO POWER
PLAYER'S POLL VOL. 215
P.O. BOX 97062
REDMOND, WA 98073-9762**

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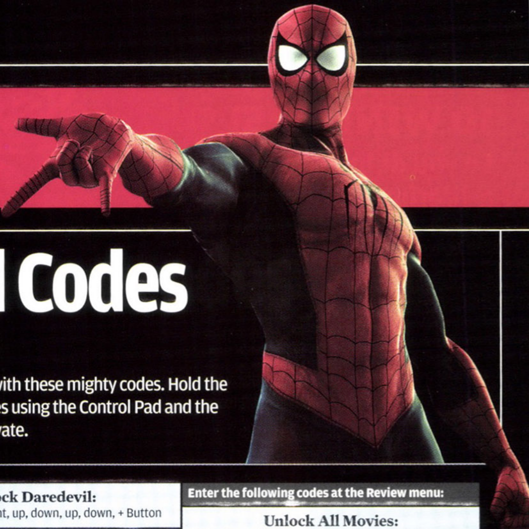
Classified Info

Nobody likes a cheater. Except us.



Superpowered Codes

>MARVEL: ULTIMATE ALLIANCE (Wii)

You can unleash the full power of the Marvel superheroes with these mighty codes. Hold the Wii remote so it's pointed toward the TV, and enter the codes using the Control Pad and the + Button. You must input the codes quickly for them to activate.

Enter the following codes during gameplay:

Infinite Health and Energy:
Up, down, up, down, up, left, down, right, + Button

Infinite Momentum:
Left, right, right, left, up, down, down, up, + Button

Super Speed:
Up, left, up, right, down, right, + Button

One-Hit Kills:
Left, right, down, down, right, left, + Button

Enter the following codes at the Hero Management menu (including at access points):

Unlock All Costumes:
Up, down, left, right, left, right, + Button

Unlock All Hero Powers:
Left, right, up, down, up, down, + Button

Unlock Daredevil:
Left, left, right, right, up, down, up, down, + Button

Unlock Silver Surfer:
Down, left, left, up, right, up, down, left, + Button

Unlock All Heroes:
Up, up, down, down, left, left, left, + Button

BLADE
Back
Details
Choose
Accept

Raise All Characters to Level 99:
Up, left, up, left, down, right, down, right, + Button

Gain 100,000 SHIELD credits:
Up, up, up, left, right, left, + Button

Enter the following code at the Comic Missions menu:

Unlock All Comic Missions:
Up, right, left, down, up, right, left, down, + Button

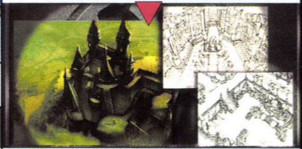
Enter the following codes at the Review menu:

Unlock All Movies:
Up, left, left, up, right, right, up, + Button

Unlock All Comics:
Left, right, right, left, up, up, right, + Button

MARVEL
ULTIM
ALLI
MARVEL COMICS GROUP
DOCTOR STRANGE

Unlock All Concept Art:
Down, down, down, right, right, left, down, + Button



Unlock All Load Screens:
Up, down, right, left, up, up, down, + Button

Tanks a Lot

>DRAGON QUEST HEROES: ROCKET SLIME (DS)

It'll be slime time for your opponents once you unleash the hidden tanks of Dragon Quest Heroes: Rocket Slime. Any time after you've completed your tank battle against the Platypanzer, enter the church in Boingburg and enter the following codes. The Goddess will reward you with the secret tanks.

The Nemesis is now available for battle.

Knightro:

Y, L, L, Y, R, R, Y, up, down, Select

The Nemesis:

Y, R, R, up, L, L, Y, down, down, down, Y, Select

Use the Codes, Luke

>LEGO *STAR WARS* II: THE ORIGINAL TRILOGY (DS)

Who needs the Force when you can cheat? When you're in the Mos Eisley cantina, go to the bar and enter any of the following codes at the Codes option to receive their benefits.

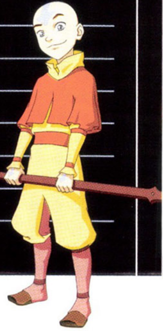
Unlock All Characters:	UDLRAB
Unlock All Extras:	ABACAB
Unlock All Clothing in Character Editor:	867539
Unlock All Weapons in Character Editor:	BIGGUN
Earn 10 Bonus LEGO Studs:	4PR28U
Earn 500,000 Bonus LEGO Studs:	HGIGHF

Elemental Mastery

>AVATAR: THE LAST AIRBENDER (Wii/GCN)

There's nothing Aang and his comrades won't be able to do once you use these codes. From the main menu, enter the Extras screen and choose the Code Entry option, then enter any of the five-digit codes to receive its benefits.

Unlimited Health:	94677
Unlimited Copper:	23637
Unlimited Chi:	24463
All Treasure Maps:	37437
One-Hit Dishonor:	54641
Never-Ending Stealth:	53467
Double Damage:	34743
Unlock Character-Concept-Art Gallery:	97831



Extreme Cheats

>TONY HAWK'S DOWNHILL JAM (Wii)

You want extreme? You haven't seen extreme until you've used these codes. From the title screen, go to the option menu then select Cheat Codes. Enter any or all of the codes to access the benefits you desire. You can turn the game-effects codes on or off on the Toggle Cheats page.

Game Effects

ALWAYS SPECIAL:
POINTHOGGER

CHIPMUNK VOICES:
HELLOHELIUM

DEMON SKATER:
EVILCHIMNEYSWEEP

134
BS Noseslide
SPECIAL!

DISPLAY COORDINATES:
DISPLAYCOORDINATES

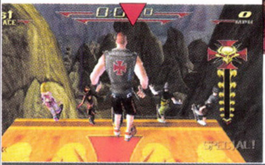
ESPECIALLY LARGE BIRDS:
BIRDBIRDBIRDBIRDBIRD

EXTREME CAR CRASHES:
WATCHFORDOORS

FIRST-PERSON SKATER:
FIRSTPERSONJAM

FREE BOOST:
OOTBAGHFOREVER

GIGANTO-SKATER:
IWANNABETALLTALL



INVISIBLE SKATER:
NOWYOUSEEME

LARGE BIRDS:
BIRDBIRDBIRDBIRD

MINI SKATER:
DOWNTHERABBITHOLE

PERFECT MANUAL:
TIGHTROPEWALKER

PERFECT RAIL:
LIKETILTINGAPLATE

PERFECT STATS:
IAMBOB

POWER OF THE FISH!:
TONYFISHDOWNHILLJAM

SHADOW SKATER:
CHIMNEYSWEEP

SKATE AS A WORK OF ART:
FOURLIGHTS

4/36
gates
180 Heelflip

TINY PEOPLE:
SHRINKTHEPEOPLE

UNLOCK MANUALS:
IMISSMANUALS

Unlockables

ALL BOARDS:
RAIDTHEWOODSHED

ALL COURSES:
ADVENTURESOFKWANG

ALL MOVIES:
FREEBOZZLER

ALL CHARACTERS:
IMINTERFACING

All Squared Away

>SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB (Wii/GCN)

Life in Bikini Bottom becomes a whole lot more exciting with these codes. Use them by going to the Extras menu and selecting the Cheat Codes option. Input the code of your choice with the Control Stick or the Control Pad, then press the A Button to activate the cheat. The codes marked "Cheats" won't work when you're starting a new game, but they will work when you're continuing a saved game or using the level select.

Cheats

Unlock All Levels: **GUDGEON**
Get 30,000 Extra Z Coins: **ROCFISH**
Infinite Health (in Platforming Levels): **VIGOR**
Infinite Fuel (in Flying Levels): **GASSY**
Infinite Time (in Driving Levels): **EMCSQR**
Obtain Sleepy Seed Detector: **TISSUE**
Obtain All Sleepy Seeds: **SCOOTLES**
Unlock All Bonus Games: **PORKPIE**

Level-Specific Costume Codes (activate in the Activate Bonus Items menu)

Inventor Plankton: **INVENT**
SpongeBob Plankton: **PANTS**
Giant Robot Plankton: **ROBOT**
Aviator SpongeBob: **PILOT**
Punk SpongeBob: **SPONGE**
Skeleton SpongeBob: **KRABBY**
Exposed-Brain SpongeBob: **BRAIN**
Tux Patrick: **PATRICK**
Safari Patrick: **SAFARI**
Pirate Patrick: **PIRATE**
Skeleton Patrick: **BONES**

Level-Specific Vehicle Skin Codes (activate in the Activate Bonus Items menu)

SpongeBob's Hot Rod: **HOTROD**
SpongeBob's Hypnotic Car: **HYPCAR**

Patrick's Purple Rocket (Hypnotic Highway): **BUNRUN**
Plankton's Hovercraft: **HOVER**
Patrick's Purple Rocket (Rocket Rodeo): **SPACE**

Level-Specific Effect Codes (activate in the Activate Bonus Items menu)

SpongeBob's Flame-Effect Color: **FLAMES**
Patrick's Different POW! Effect: **SPIN**
Patrick's New Laser Color: **ROCKET**
SpongeBob's Squeaky Duck Gun: **DUCKGUN**
Plankton's New Eye-Laser Color: **LASER**

Unlocked and Loaded

>CALL OF DUTY 3 (Wii)

You'll be well on your way to winning the war once you've unlocked all the levels and bonus content with this code. At the Chapter Select screen, point the remote and nunchuk toward the screen, then hold the + Button and press right, right, left, left, 2, 2. You can enter the directional commands with either the remote or the nunchuk. After entering the code, all missions will become available and all the content in the Bonus Feature menu will be unlocked.

Fighting Words

>CASTLEVANIA: PORTRAIT OF RUIN (DS)

The characters of Castlevania: Portrait of Ruin aren't just fearless warriors—they're also bilingual. At the title screen, hold L and press A to select your game mode. You'll hear a voice yell to confirm that the code's been activated, and whenever the characters speak in the game, their dialogue (but not the text) will be in Japanese.

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POWER QUIZ

KNOW YOUR DS

It's not all about the Wii, you know. The Nintendo DS is a dominant force in the world of gaming with its innovative features, dozens upon dozens of excellent games, and incredibly strong support from developers all around the world. If you're one of the many to own a DS, then step right up and test your gaming knowledge.

Visit **nintendopower.com/quiz** for the answers today, or wait for you next issue.

1 How many games are available for the DS as of January 31, 2007?

a. 164
b. 264
c. 364
d. 464

2 How many players can compete in a Mario Kart DS Wi-Fi Connection race?

a. Two
b. Three
c. Four
d. Five

3 Which region has sold the greatest number of DS systems?

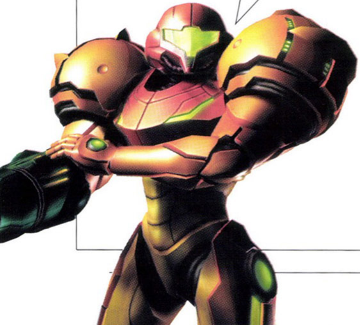
a. Japan
b. North America
c. Europe
d. Mars

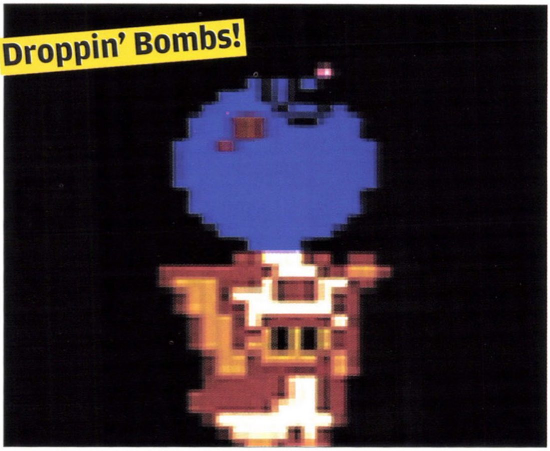
4 How many dog breeds are there in the Nintendogs universe?

a. 18
b. 19
c. 20
d. 21

5 Metroid Prime Hunters was the first to support what?

a. The Rumble Pak
b. Wi-Fi multiplayer
c. Voice chat
d. Sudoku





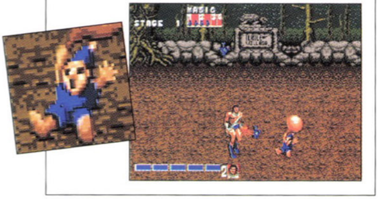
Droppin' Bombs!

PIXEL-PERFECT

NAME THAT SCREENSHOT

The steady flow of classic games continues on the Wii's Virtual Console. Can you guess which game this screenshot is from?

VOLUME 213's FEATURE: GOLDEN AXE



6 Which third party has published the largest number of DS games?

a. THQ
b. Electronic Arts
c. Konami
d. Square Enix

7 On what day of the week does Animal Crossing: Wild World's KK Slider show up to play music in The Roost?

a. Friday
b. Saturday
c. Sunday
d. Monday

8 Which game supports the greatest number of players via DS Download Play?

a. Metroid Prime: Hunters
b. Dragon Quest Heroes: Rocket Slime
c. Brain Age: Train Your Brain in Minutes a Day
d. Tetris DS

9 Which of the following Pokémon games is only available on the DS?

a. Pokémon Emerald
b. Pokémon Sapphire
c. Pokémon Diamond
d. Pokémon Red

10 Which of the following games supports the DS Rumble Pak?

a. Diddy Kong Racing DS
b. Hotel Dusk: Room 215
c. Metroid Prime Pinball
d. All of the above

11 Which of these characters isn't a boss in Mario and Luigi: Partners in Time?

a. Pidgit

b. Petey Piranha

c. Swiggler.

d. Kamek

12 Which of the following is not a real acronym for any of the Castlevania DS games?

a. DOS
b. JFA
c. POR
d. None of the above

Extra Credit: How many job classes are there in FINAL FANTASY III for the DS?

a. 20
b. 21
c. 22
d. 23

Power Quiz Answers from Vol. 213 1: c, 2: c, 3: b, 4: c, 5: a, 6: b, 7: c, 8: d, 9: a, 10: c, 11: c, 12: a, EC: b

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"...no previous game has shown that the motion sensitivity in the Nunchuk could be this responsive." Nintendo Power (Feb 2007/V212)

Wii

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Super Paper Mario:

The Interview

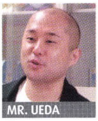
The brains behind **Super Paper Mario** for Wii reveal the mental origami required to create a multi-protagonist, inter-dimensional platformer with RPG elements.

EVERYONE E CONTENT RATED BY ESRB

By Drew Williams

MR. KAWADE

MR. TANABE



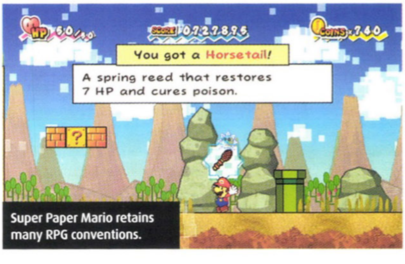
MR. UEDA

Recently we spoke with three of the minds behind Super Paper Mario. Chief director Ryota Kawade (who also worked on Paper Mario: The Thousand-Year Door), producer Kensuke Tanabe, and game coordinator Masani Ueda all graciously answered our questions about the genesis of Mario's latest outing.

Nintendo Power: The previous Paper Mario games have been RPGs. Why did you decide to make Super Paper Mario primarily a platformer?

Ryota Kawade: It started after the release of [Paper Mario: The Thousand-Year Door] when I wanted to make a different type of game using the Paper Mario concept. I went through many ideas in the planning stages, trying to come up with a plan that still embraced the humorous storyline, the puzzles, and the leveling features that are distinctive to the Paper Mario series, but with a fresh new element that could surprise our players. And in one of the plans that we came up with, there was one where the stage would progress by switching between 2-D and 3-D. We found this to be remarkable, and that's how it became the type of game that it is today.

Kensuke Tanabe: Well, if we designed the game with the RPG style that was traditional to the series, the new game would look familiar— and the players would feel comfortable knowing what to expect—but the excitement and feeling you get when you play something that's really new and unique gets lost. In order to fully bring this new style of gameplay that was suggested by IS to life, where the game would be played by switching between 2-D and 3-D, it was decided that it would be best to go with an action-adventure, and that's when we requested the game be changed to its current style. That doesn't mean that we intended to bring in the type of difficulty that is specific to action games. By switching between 2-D and 3-D, I think those players that aren't normally accustomed to playing action games would easily be able to progress through the game.



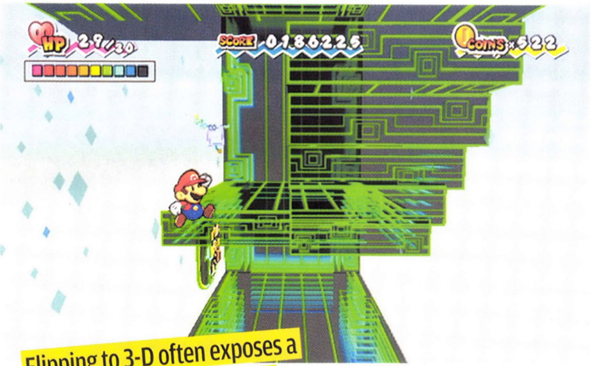
You got a Horsetail!

A spring reed that restores
7 HP and cures poison.

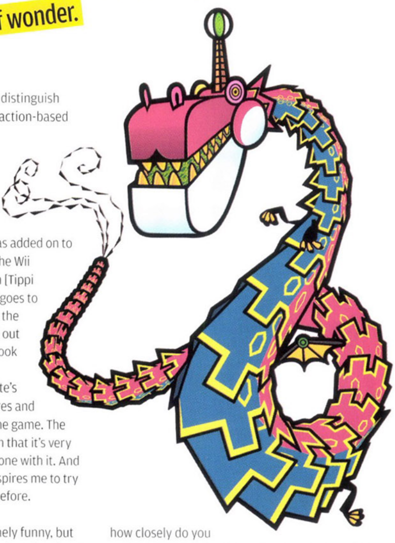
Super Paper Mario retains many RPG conventions.

NP: Did you go back to any of the old side-scrolling Mario platformers for inspiration?

RK: The side-scrolling Super Mario Bros. series has exceptionally well-made 2-D action games, so we definitely studied a lot of their elements. The fusion



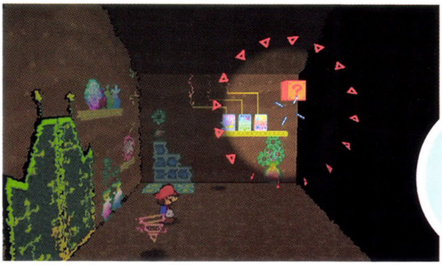
Flipping to 3-D often exposes a hidden world of wonder.



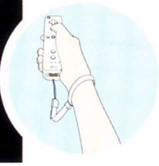
between 2-D and 3-D is one of the major concepts to the Paper Mario series, and as I was brainstorming ideas on how to best switch between 2-D and 3-D, I often played these games thinking, "I wonder how this would look if it was in 3-D?"
When changing a 2-D environment to 3-D, many things starts to become inconsistent. It was really difficult trying to make these things look as natural as possible.

NP: Why was it important to retain some of the game's RPG elements?
RK: In this game, even if the player is not that good at action games, the characters grow stronger as the game goes on, making it easier to keep playing. In order for the game to be enjoyed by as many people as possible, I felt it was greatly beneficial to bring in these RPG elements. Also, with the Paper Mario series, aside from the visuals and the puzzle solving, the story and the conversation messages are also highly anticipated features. I feel that these features turned out well, and I think the players will enjoy them.
KT: As Mr. Kawade just said, to truly enjoy the messages and the storyline that are essential to the Paper Mario series, I too feel that the RPG elements were absolutely necessary. And by bringing in these RPG elements, the series can clearly distinguish itself in the Mario franchise, like the action-based Mario Bros. series.
NP: When we first saw Super Paper Mario, it was a GCN game. What has the move to Wii allowed you to add to the game? What are your thoughts on the new hardware?
RK: One of the major features that was added on to the game is the one that by pointing the Wii remote to the screen, Anna the Farien [Tippi the Pixl in the North American game] goes to search and discover things that are in the game world. This feature even turned out to be something that's a lot of fun to look at. Also, there are many action commands in-game that use the Wii remote's features, as well as many other features and events that were added throughout the game. The Wii is very much like the GameCube, in that it's very easy to use and many things can be done with it. And the addition of the new Wii remote inspires me to try things that couldn't have been done before.

NP: Very few video games are genuinely funny, but the Paper Mario series has always made us laugh out loud. What is the team's approach to comedy, and how closely do you work with Nintendo of America's localization folks to make sure that humor comes across to players in the US?
RK: When playing a game, I feel that it's very important to enjoy every moment. I aimed for a game that visually shows you how fun it is just by looking at it, and that every message in the game is fun to read. By putting in these humourous elements, I think the game turned out to be something that can be enjoyed by both kids and adults alike.
Masani Ueda: Mr. Kawade visits E3 annually, and he and I use that time to hold a kick-off meeting with NOA's localization team in one of the E3 meeting rooms, to talk about the story while looking at the actual game screen, and how to make the localized version turn out as fun as possible. After that, I work to maintain communication, and as I explain some of



Tippi, Tell Me Something!
The Wii remote's special functions play a big role in SPM.

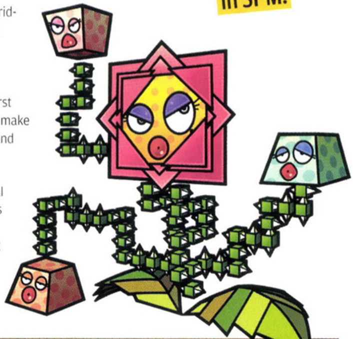


the meanings of the humor in-game that are specific to Japanese culture, the localization team studies the game thoroughly, and completes the localized version of the game so that it can be enjoyed by American gamers. Because of that, the localized version has its own humor that is not seen in the Japanese version, and I really appreciate the NOA localization team for that.

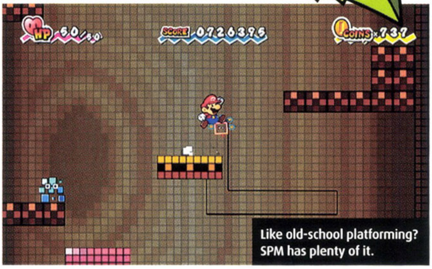
NP: Bowser has become something of a comedic superstar in the series. Any thoughts to giving him his own game?
RK: We don't have any plans at the moment. But Bowser is a great, likable character that's both wild and humorous, so it's possible that we might see him in a game where he'll play a major role sometime in the future.
KT: Across the entire span of the Mario franchise, I can't say that there will never be a game with Bowser as the main character. But then again , he is the bad guy; so if he was to be nice all of a sudden and take on the role as the main character, that might be something that needs to be thoroughly thought over.

NP: The ability to switch between a 2-D and 3-D perspective really brings a fresh experience to the game. What was the genesis of that idea?
RK:
There was a subgame that was very well-recieved in the previous Paper Mario RPG [Paper Mario: The Thousand-Year Door], where you would play through this side-scrolling stage as a gigantic Bowser. While I was on a train, I was thinking of ways to take from this element and make something even better, and all of a sudden, the other end of the train I was riding on started to look like a stage in Mario, and that's when I thought up the idea of switching between
2-D and 3-D.
KT: This is purely Mr. Kawade's idea. When he first presented it to me, at that moment I decided to make the sequel. That idea sounded that fresh, new, and fun. What do the readers think?

Ideas really flowered in SPM.

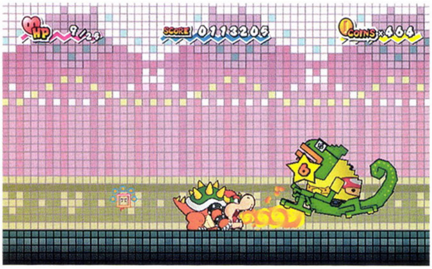


NP: The visuals for the game have a very surreal or dreamlike quality (with the various equations in the background, for instance). Can you talk a bit about the team's approach to this unique art direction? What were some of the sources of inspiration?
RK: In the Paper Mario series, the concepts "to show something that the players have never seen before" and "to surprise our players and get them to have fun" are extremely important ideals. And our staff works aggressively to keep those concepts alive. This game takes place in another dimension, and these designs were born from the staff brainstorming and trying to come up with a Mario world that's really not a Mario world, and visuals that look reminiscent, but in reality it's something no one has ever seen before.



Like old-school platforming? SPM has plenty of it.

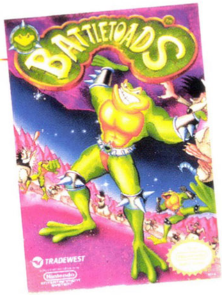
NP: Does this platform-heavy approach represent a new direction for the series, or do you think you'll go back to a purer RPG with the next installment?
RK: I still don't know whether the next Paper Mario will maintain this style, or if it's going back to the previous RPG format. It might even be a completely different type of game altogether. We do, however, always feel that we want a challenge and to take on new things.
KT: I don't think we will ever go back to the exact same game style as before. As Mr. Kawade just said, I also would like to look for another new and different style.
NP: Thank you very much for your time! Any parting words for our readers?
RK: Visuals, story, and action. From whichever way you look at it, this is one very fun game. I hope you enjoy a brand-new and mysterious Mario world that you've never before seen.
KT: I would like people to be creative, and try switching between 2-D and 3-D in all kinds of places that they could think of in the game. I think you'll have a completely new and fresh experience. Sometimes, I bet you'll end up laughing thinking how ridiculous some of the things are! It would be amazing if you giggle your way through the entire game!



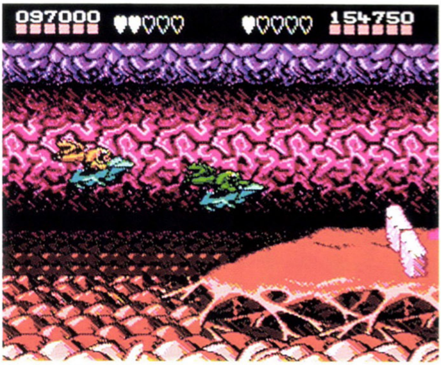
If you bring Bowser into the game, somebody's gonna burn.

BATTLETOADS

It's the perfect blend of intense amphibian action and utter frustration.



Platform: NES
Developer: Rare
Publisher: Tradewest
Release Date: June 1991
Covered in Issues: 23, 25
Frog Legs: 6



When people from thousands of years in the future look back on the early 1990s, they will ask a single question: What was with all of the kung-fu-fighting mutant reptiles, amphibians, and marsupials? They needn't look any further than a group of stealthy turtles and a giant rat as an explanation for the popularity of butt-kicking animals, and the existence of a similarly themed game called Battletoads. Despite the similarities between the toads and those turtles, Battletoads's three heroes—Rash, Pimple, and Zitz—were more than able to stand on their own two feet—er, legs.

Part of Battletoads's success stemmed from the fact that it was just a great, albeit difficult, fighting game that built on an incredibly fun formula. It had all of the awesome punch and kick combinations of its predecessors in the genre, and in keeping with the style of the game, each combination ended with a massive boot or fist to the face. But perhaps one of the coolest aspects of the combat was that after defeating certain types of enemies (namely robots), you could wield their detached legs and beat the bacon out of the invading swarm of mutant pigs and vermin. It's little details such as that and the visceral thwack sound punctuating every punch and kick that made the game memorable.

Of course, not all of the action was relegated to punching and kicking. Some levels in Battletoads involved a couple of extreme-sports activities like repelling and high speed races on hoverbikes. You were thrown into one such race early as Turbo Tunnel—also known as the dreaded third level—where barricades jumped out of nowhere, and bottomless pits were plentiful. In other words, there were plenty of ways to die while zooming through the caverns at breakneck speeds.

In fact, Turbo Tunnel was so challenging because of these death traps that many threw their controllers against the wall in disgust, never to play Battletoads again. It's OK. We've all succumbed to Battletoads rage in some form or another. But for the brave few that succeeded in conquering the first of many difficult levels, the sense of accomplishment was enormous and gave enough incentive to keep going. So to anyone who beat Battletoads, or at least completed Turbo Tunnel, we salute you. Obviously, Battletoads wasn't easy, but few games have since matched its delicate balance of hardcore action and difficulty.

—Giancarlo V.

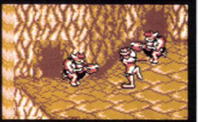
Rash unleashes his amphibian fury.

Look! I can choke myself!

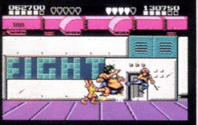
THE FROGS OF WAR

Riding high on the popularity of Battletoads, Rare went on to make several more games in the series, many of which appeared on Nintendo platforms. Unfortunately, most of the follow-ups weren't as memorable as the original, probably because Rare listened to the critics and eased up on the difficulty with each consecutive game. Despite that, 1993's Battletoads/Double Dragon hybrid (which featured characters from both series) is worth a special mention.

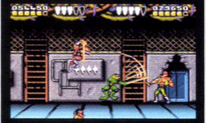
BATTLETOADS IN RAGNAROK'S WORLD (GB)



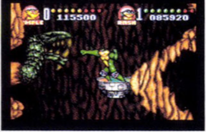
BATTLETOADS & DOUBLE DRAGON: THE ULTIMATE TEAM (NES)



BATTLETOADS & DOUBLE DRAGON: THE ULTIMATE TEAM (SNES)



BATTLETOADS IN BATTLEMANIACS (SNES)



Have a favorite classic game you'd like to see revisited?
Send us your requests—we'll consider them for a future installment of Playback.
pulse@nintendopower.com

Comeback Kid

Now that Kid Icarus is available as a Virtual Console download, it's high time we blew the dust off of the strategy tips needed to guide Pit through this ultra-challenging game.

By Pete Michaud

SACRED WORDS! On Virtual Console, level-entry passwords from the original Kid Icarus NES game won't work, but don't worry—there's a new set of passwords, plus a "suspend point" feature that lets you save the game at any point, even in midjump! Unfortunately, there's no replacement we know of for classic codes like "ICARUS FIGHTS MEDUSA ANGELS."

PASSWORD PAK
KID ICARUS
Nintendo
ENTERTAINMENT SYSTEM

LEGENDS 101:

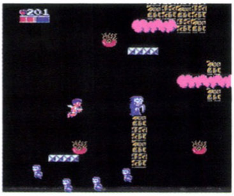
OF MYTHOS & MONSTERS

If you were a gamer in the '80s, then you probably owned an NES. And if you owned an NES, you probably had a few games that you loved; Mario, Zelda, Metroid, but . . . Kid Icarus?

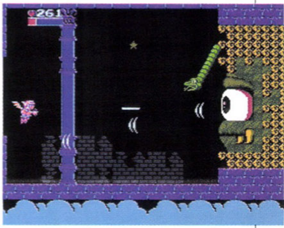
Even if you never played it, you've probably heard about it by now. In many ways, it's become its own legend—thanks in part to its difficulty and its lack of commercial success. But now with its re-release on the Virtual Console you have the chance to play the cult hit without scouring eBay, and experience the joy, mystery, and slowdown of Kid Icarus without even concerning yourself with what an RF adapter is.

I loved Kid Icarus, but I also had a very rough time with it. It's the kind of game that inspires you to break a controller or two—or to *purposefully* fly too close to the sun. You can't let it get to you. The game isn't actually mad at you—it's not trying to make your playing experience as miserable as possible, even when it feels like it is. Of course, now that I'm not eight years old, it doesn't seem nearly as tough. But it still remains as one of my favorites on the NES.

If you're itching to be a part of the Kid Icarus fandom, dig into the tips on the next page—they'll let you experience the many joys of Kid Icarus without suffering so many of the pains.



You'll run into plenty of "where the heck do I go now?" moments on the way to Medusa. Stay calm, and keep your eyes peeled for the next jump.



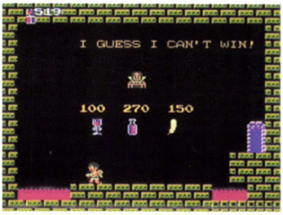
In her time, Medusa was a pretty amazing final boss. If you don't attack her straight on (as shown here), you won't stand a chance against her deadly eye.

TAKE HEART

BLOOD MONEY

Hearts are the currency of Angel Land, and you're going to need thousands of them. With every opportunity you get, make sure you collect as many as you can. That means going into every chamber and killing every enemy, as well as destroying as many baddies as possible in the overworlds. Keep in mind that each heart type has different point values—the smallest are worth one point, but the big hearts are worth ten points. Make note of which enemies provide the best hearts.

Save your hearts for good items such as the bottle, barrel, angel feathers or chalice. If you piddle them away on pencils or mallets, you won't have enough hearts when you really need them.



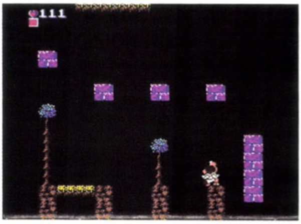
I GUESS I CAN'T WIN!

When you're inside a shop, try this trick: Press A and B simultaneously on a second controller. Sometimes the shopkeeper will lower his prices. But sometimes he'll raise 'em!

WATCH YOUR STEP

PRECISION JUMPING

Every stage in the game is littered with platforms that require death-defying jumps. If you miss a jump by a pixel or two, there's a 99% chance you aren't coming back. Add in some slippery ice ledges here and there, as well as a few moving platforms, and you'll be chugging Red Bulls, praying it will give you wings. Plus, on every platform you land on, you'll slide just a bit. On the hariest jumps, try this: instead of jumping from platform to platform, press and hold up on the Control Pad with each hop. You'll prevent Pit from sliding—it even works on ice!

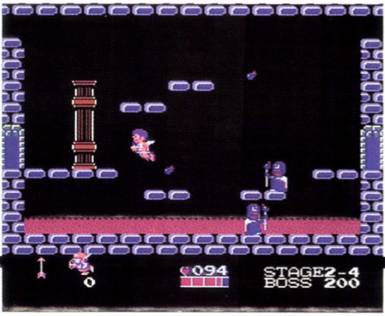


Pressing up on the Control Pad might feel weird and look really bizarre, but after getting used to it, you'll never look back.

VEGGIE TALES

FORTRESS FOES

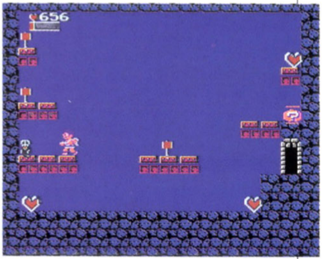
The most tedious areas in the game are the fortresses at the end of each world. There you'll often encounter the Eggplant Wizards. They have the ability to transform your torso into an eggplant, rendering you defenseless until you visit a nurse who, of course, happens to be on the other side of the fortress. When you enter a room with the wizards, keep an eye on their projectile eggplants. They'll throw them at two angles, virtually ensuring that you'll get tagged if you make a run for it at the wrong moment. Go slow, and if you have to, run back into the previous room to avoid a stray veggie. Wasting a few seconds waiting for the coast to be clear is much easier than toddling all the way back to the nurse as a poor, weaponless eggplant.



GOTTA FIND 'EM ALL

CHAMBERS OF SECRETS

Throughout your travels in Angel Land, you'll stumble upon chambers of various types. Most often you'll encounter enemy lairs, which you should clear out to earn more hearts. Treasure chambers will have eight pitchers that you can destroy to collect mallets and hearts. Be careful, however—if you run into the God of Poverty in one of the pitchers, you'll get nothing. After a while you'll detect a pattern to his appearances, but it won't guarantee your success. Other chambers include stores, the realms of friendly gods who give you weapon upgrades, and hot springs that restore your health. It's definitely worth your time to visit every chamber.

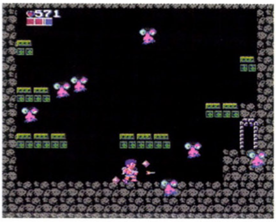


Crack open as many pitchers as possible. If you can break open all eight without finding the God of Poverty, you'll get a nice treasure.

POWER UP!

MAXIMUS SCORE-ICUS

Every single enemy that you defeat in the game will add to a running score that you can see only when you pause the game. This "invisible score" directly affects when and where you'll receive an increased health bar or stronger arrows. To make sure you get lots of power-ups, beat as many creatures as possible: enter every enemy lair, and stand your ground against enemies outside lairs. Sometimes it's easier to race past enemies than it is to fight them, but you'll only be making yourself weaker in the long run.

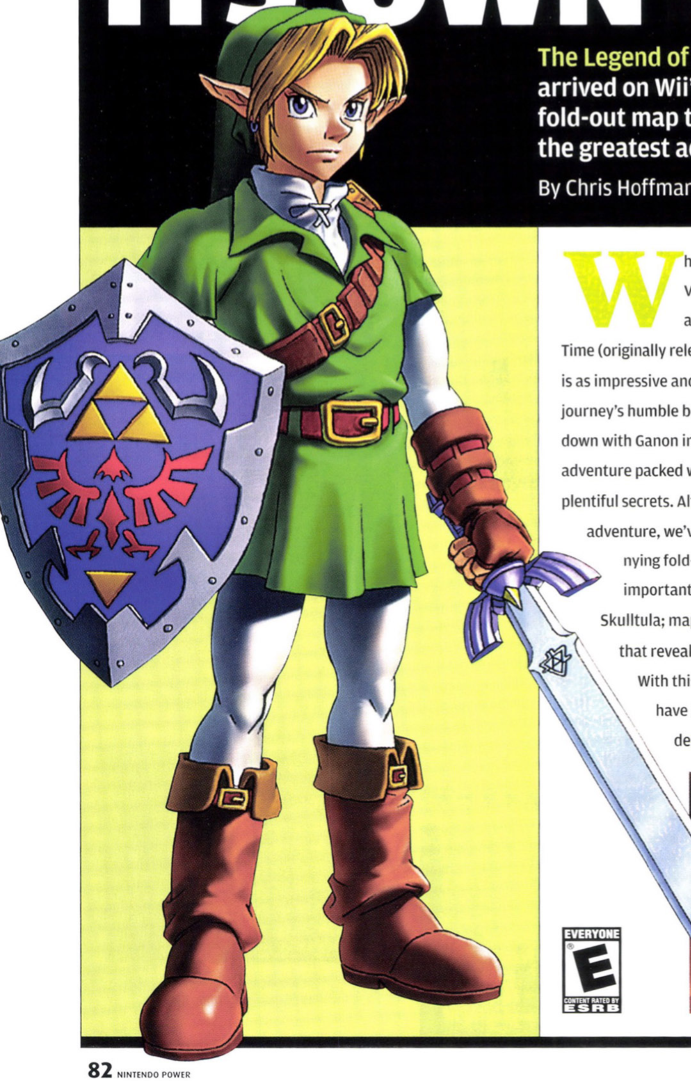


Enemy's lairs are no fun, but they are a necessary evil if you expect to become powerful.

A LEGEND IN ITS OWN TIME

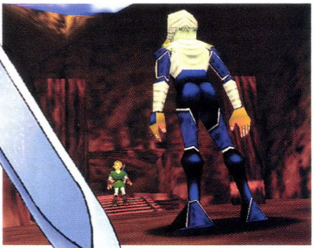
The Legend of Zelda: Ocarina of Time has arrived on Wii's Virtual Console. Use our fold-out map to guide you through one of the greatest adventures in gaming.

By Chris Hoffman



Whether you're playing it for the first time on Virtual Console or experiencing its grandeur all over again, The Legend of Zelda: Ocarina of Time (originally released for the Nintendo 64 in November 1998) is as impressive and mesmerizing as video games get. From the journey's humble beginnings in Kokiri Forest to the epic showdown with Ganon in Hyrule Castle, the game's a sprawling adventure packed with challenging dungeons, fierce foes, and plentiful secrets. Although you could fill volumes detailing Link's adventure, we've packed the essentials onto the accompanying fold-out: an overworld map showing every important location, dungeon, and hidden Gold Skulltula; maps for all nine main dungeons; and charts that reveal the locations of bottles and Pieces of Heart. With this quick-reference guide at your side, you'll have all the tools you need to help Link fulfill his destiny as the Hero of Time.

EVERYONE
E
CONTENT RATED BY ESRB

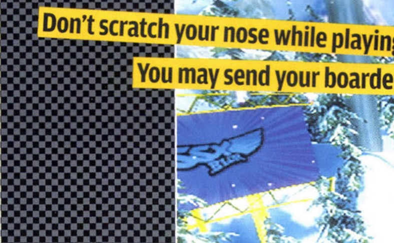


REVIEWS

In-depth reviews of the latest games

40,840
13,100
UBER

Don't scratch your nose while playing SSX Blur. You may send your boarder into a tailspin.



Prince of Persia: Rival Swords, Meet the Robinsons, and more.

85
Bow to Master Splinter and say "Cowabunga." The Turtles are on Wii.

98%
100%
23%
0%
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50%
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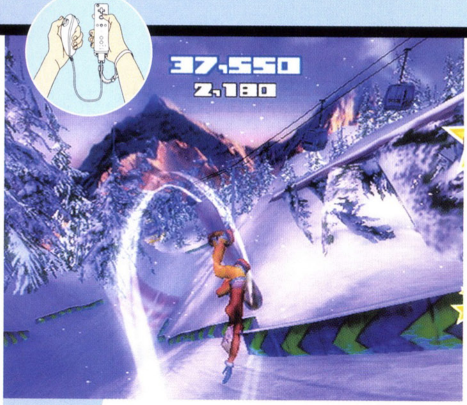
9 Days 8:50am
Spear

86
Does Lost in Blue 2 go on our desert-island list of games?

P2 893
P1 601
HIT

88
Custom Robo Arena goes Wi-Fi with its DS debut.



TOO COOL

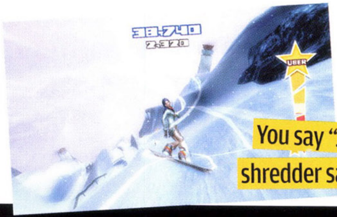
IN YOUR FACE, LITE

SSX BLUR

RATING: 8.5

PLATFORM: Wii
PUBLISHER: Electronic Arts
DEVELOPER: EA Montreal
ESRB: Everyone

SSX Blur plays it cooler than did previous iterations of EA's snowboarding series. Iron Maiden doesn't "Run for the Hills" on the soundtrack this time nor do your opponents lay down the smack talk. It's a smoother, quieter SSX that, rather than hitting you with the power of an avalanche at the start, accumulates like a gentle snow shower. The mood is set by a bed of instrumental trance music that changes according to your performance, and a single-stroke art style makes the characters look like painted plastic figures of the traditional SSX boarders. The game's tone seems low-key, but the Wii control scheme helps to fire it up. You steer your boarder by both tilting the nunchuk (for sharp cuts) and manipulating the Control Stick (for subtler moves). A jerk upward of the nunchuk sends the athlete into the air, and a wave or shake of the remote triggers air tricks. The execution of Ubertricks requires that you make any of a dozen shapes in the air (four to start, with eight more to unlock) using one or both controllers. It takes practice to get the timing right for your first Ubertrick, but once you get it you can execute the maneuvers consistently. You know that you've succeeded when your boarder is surrounded by a faint swirl of gold stars: a sign that would seem muted in other SSX titles but is in keeping with Blur's subtlety. Four of the five event types have you taking on the slopes by yourself, comparing your results with the scores and times of your competitors. Among them, the slalom makes the best use of the innovative steering control. Race events pit you against a full field, which boosts the excitement level. Tossing snowballs (with a flick of the remote) is particularly entertaining. Like 2005's On Tour, Blur lets you choose between boards and skis, but the rails and narrow passages of the environments are definitely built for shredding.
—George S.



You say "Jump" and your shredder says "How high?"

WRITERS' BLOCK

WHAT NP AWARD RESULTS SURPRISED YOU?

The Nintendo Power Awards results are in for games released in 2006. We asked our reviewers if the outcome took them by surprise.

CHRIS HOFFMAN

I'm thrilled that enough of my colleagues voted for Mega Man ZX for it to pull off the upset as best action game. It offers challenging old-school action at its finest.

CHRIS SHEPPERD

I'm pretty surprised by the lack of surprises this time around. I thought with the abundance of genre-busting titles there would be a few jawdroppers. Nope.

ANDY MYERS

So much Zelda! I'm surprised that our readers didn't write in Twilight Princess for DS and GBA games of the year as well.

GEORGE SINFIELD

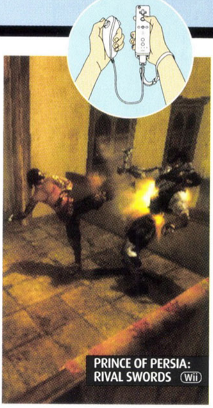
I'm glad that my fellow reviewers gave so much recognition to Elite Beat Agents, but I side with the readers on best new character. Midna made Twilight Princess for me.

STEVE THOMASON

Castlevania: Portrait of Ruin winning one measly award is a bit disheartening, though the competition on DS was incredibly stiff this year. Agents are go *indeed*.

GIANCARLO VARANINI

The fact that Metroid Prime Hunters didn't win best shooter from the NP staff makes me one sad panda, but I'm certainly glad our readers saw how incredible it is.



PRINCE OF PERSIA: RIVAL SWORDS (Wii)

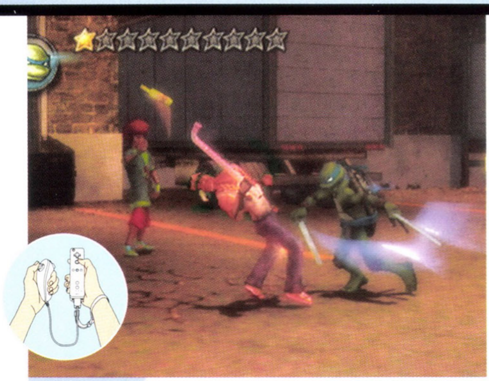
PRINCE OF PERSIA: RIVAL SWORDS

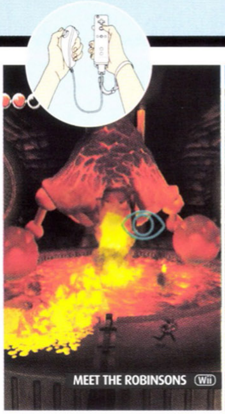
RATING: 7.0

PLATFORM: Wii
PUBLISHER: Ubisoft
DEVELOPER: Ubisoft Montreal
ESRB: Teen

This is a tough one. At its core, Rival Swords—a port of 2005's Prince of Persia: The Two Thrones—is a fantastic game. The final installment in the Sands of Time trilogy boasts some masterful 3-D platform design, first-class production values, and a compelling story that ties together the entire saga brilliantly. Navigating Babylon's trap-filled, muti-tiered environments with the acrobatic prince is exhilarating, and when you get in the zone, swinging from poles, leaping over obstacles, and running along walls, the game is like poetry in motion.

On the other hand, the Wii version does nothing to improve on the GCN original. The developers haven't added any new content, though they have censored the game quite a bit. All of the blood is gone, the speed kills are toned down considerably (don't expect to see any decapitations), and many of the cut-scenes have been edited. Other than that, Rival Swords looks exactly the same as its last-gen counterpart (it doesn't even offer widescreen support). As for the Wii controls, they're sort of a mixed bag: there's a visceral satisfaction in flicking the remote and nunchuk to execute speed kills (even if they have been neutered visually), but using those same motions to latch onto certain objects during platforming segments feels awkward and imprecise. If you haven't played The Two Thrones, Rival Swords is definitely worth a look. But I'm begging you, Ubisoft, enough with the half-assed ports already! —Steve T.





WING ISLAND Wii

TEEN ANGST

SHELL SHOCK

TMNT

RATING: 5.0

PLATFORM: Wii
PUBLISHER: Ubisoft
DEVELOPER: Ubisoft
ESRB: Everyone 10+

Teenage Mutant Ninja Turtles fans, we have some bad news—the franchise you know and love has received the ill-fated movie-license treatment. TMNT apparently follows the story of the upcoming CG film, in which the famed fighting turtles have lost their team spirit and gone their separate ways. They must reunite to take on a new host of baddies all over New York City. The action is mostly platforming of the Prince of Persia ilk—you can run along walls, swing from flagpoles, and the like, but it's seldom difficult. The movement does feel very fluid and fast, and would be the best part of the game if the level design weren't so dreadfully boring. Battles happen at fixed points along the levels; every once in a while you'll get jumped by a bunch of thugs. At that point, it's a test of how much time you've spent in the weight room—your only attack is to shake the Wii remote vigorously in no particular direction. The repetitious movement and onslaught of enemies will have you crying uncle and popping ibuprofen before the level is over. You can occasionally pull off special two-turtle combo attacks, but they're not particularly effective (or cool-looking). The adventure is separated into stages that are loosely connected via still-image cut-scenes—the kind of low-production-value gimmickry that is an egregious sign of a licensed-movie cash-in. The real shame is that TMNT once had a legacy of good video games—recent titles such as this one have sent that history to the sewers. —Chris S.

Ninjas love a parade.

MEET THE ROBINSONS

RATING: 6.5

PLATFORM: Wii
PUBLISHER: Disney Interactive
DEVELOPER: Avalanche
ESRB: Everyone 10+

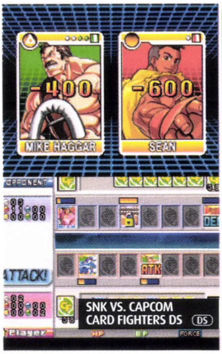
If Disney's Meet the Robinsons proves one thing, it's that getting to play around with futuristic gadgets is cool. Items like the Disassembler (it turns common objects into their component parts), the Chargeball Glove (good for energizing machines and pounding enemies), the Lev Ray (an antigravity gun), and the Havoc Gloves (used for burrowing underground) are inherently fun to use, and provide ample opportunities for interesting puzzles; in some respects, these gizmos make the game feel like a simplified Ratchet & Clank, but with a lot less platforming. Although the core gameplay is built around a solid base of exploration, puzzle-solving, and combat, Meet the Robinsons suffers in some technical areas that become especially noticeable when the action heats up. Controlling the camera by pointing the Wii remote at the edge of the screen is clumsy, the lock-on targeting has a knack for focusing on the wrong object, and sometimes gadgets don't respond the way they're supposed to (such as weapons not firing in the direction of the onscreen cursor). The level design runs the gamut from concise and creative (in the later levels) to dull and drawn out (particularly early on, during the long fetch quests in the Robinsons' house and the journey into your dad's lab), but the boss battles are consistently well-done. Outside of the main quest, Meet the Robinsons offers plenty of optional content, including loads of unlockables and collectibles—which should prove especially appealing to fans mesmerized by the license and those able to put up with the game's quirks. —Chris H.

WING ISLAND

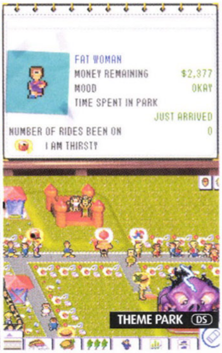
RATING: 5.5

PLATFORM: Wii
PUBLISHER: Hudson Soft/Konami
DEVELOPER: Hudson Soft
ESRB: Everyone

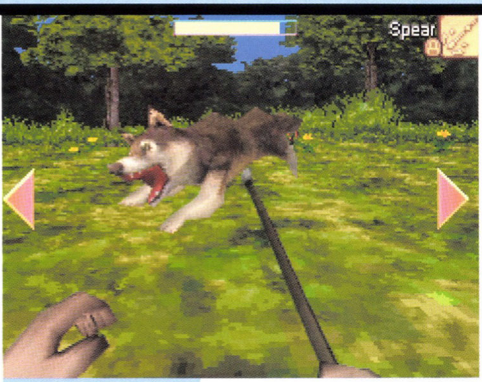
We've seen scads of flying minigames on Wii, so it was only a matter of time before a full-fledged flight game hit the console. Wing Island takes the familiar paper-air-plane-style control scheme (in which the Wii remote controls the roll, pitch, and yaw of your plane) to the next level by putting you in command of a small fleet. Four planes follow your lead, and you perform special moves with the entire squadron, such as quick 180s and formation changes, via thrusts and flicks of the Wii remote. The game even includes an amusing multiplayer mode that has one player holding the remote and another holding the nunchuk. Aside from a few hiccups, the motion-heavy control scheme works pretty well. In every other regard, though, Wing Island crashes and burns. The cut-scenes are of the lowest quality, the story (which involves birds that fly in planes . . . seriously) is so listless it might as well not exist, the missions are terribly repetitive, and the entire game is over in about three hours. It's too bad, really, because the core gameplay is quite fun and uses the Wii hardware in some interesting new ways. —Andy M.



SNK VS. CAPCOM CARD FIGHTERS DS (DS)


FAT WOMAN
MONEY REMAINING $2,377
MOOD OKAY
TIME SPENT IN PARK JUST ARRIVED
NUMBER OF RIDES BEEN ON 0
I AM THIRSTY

THEME PARK (DS)



SNK VS. CAPCOM CARD FIGHTERS DS

RATING: 7.0

PLATFORM: **NINTENDO DS**
PUBLISHER: **SNK PLAYMORE**
DEVELOPER: **SNK PLAYMORE**
ESRB: **TEEN**

The original SNK vs. Capcom: Card Fighters' Clash, released in 1999 for the Neo Geo Pocket Color, was something of a cult phenomenon as it marked the first such crossover between two prominent game publishers. More than seven years later, this unexpected DS follow-up doesn't have quite the novelty of its predecessor, but it is one of the better card-battling games out there. Unlike many other entries in the genre, SNK vs. Capcom manages to offer plenty of strategic depth without bogging things down in unnecessary complexities. Getting a solid grasp on how to play the game takes only a few minutes, yet you'll still be discovering new tactics after dozens of battles. The real draw, however, is that the more than 300 cards feature characters from both companies' most popular franchises, including Street Fighter, Mega Man, Devil May Cry, King of Fighters, and Metal Slug. The more you're invested in the respective publishers' legacies, the more you'll get out of the game; though hard-core fans may not like how some of their favorite characters are represented. I, for one, am outraged by the mediocrity of Resident Evil badass Albert Wesker's card. Were there any justice, it would read, "If you play this card, you win. Forever."

As much fun as the actual card battles are (especially with another human being), the story mode built around them is the same old dreck we've sadly come to expect from the genre (as opposed to the rather cool RPG mode in the original SNK vs. Capcom). You play a dim-witted Yugi knockoff who must ascend the oh-so-imaginatively named Card Tower by simply engaging in a string of battles with one unremarkable CPU opponent after another. It's probably not a deal-breaker for the Capcom or SNK devotee, but it seems like such a waste when there's so much good material to work with. —**STEVE T.**

THEME PARK

RATING: 6.0

PLATFORM: **NINTENDO DS**
PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **ELECTRONIC ARTS**
ESRB: **EVERYONE**

Before there was Zoo Tycoon and Roller Coaster Tycoon, there was EA and Bullfrog's Theme Park. In 1994, the build-your-own-personal-Disneyland simulation blazed a trail for what is now a crowded field of entertainment-business games. There have been a number of Theme Park sequels over the years, but the DS title is an adaptation of the original game. That makes it outdated from the start. You can buy theme park attractions and put money into improving them, but you can't design them, as you can the rides of Roller Coaster Tycoon and some Theme Park iterations. Attraction placement, too, is antiquated, giving you no ability to rotate the rides and concessions as you add them. The game does have a whimsical charm, however, and the majority of play control is touch-activated and intuitive. A contract-negotiation minigame, in which a handshake across a divide represents the give and take of the negotiation, is particularly entertaining. Hopefully, this DS release is a sign that more-evolved versions are on their way to the Nintendo handheld. —**GEORGE S.**

WHEN BOREDOM ATTACKS

PREVIOUSLY ON LOST

LOST IN BLUE 2

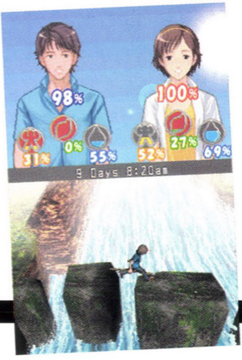
RATING: 5.0

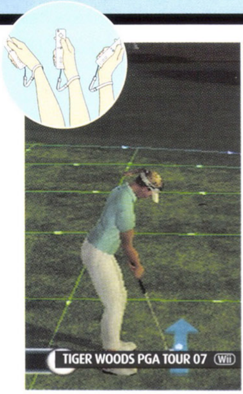
PLATFORM: **NINTENDO DS**
PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI**
ESRB: **EVERYONE 10+**

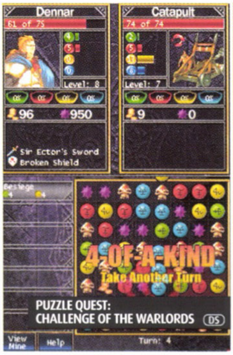
The idea of a girl and a boy being stranded on a tropical island might sound dramatic and exciting, but the experience of playing Lost in Blue 2 is more akin to being a caregiver at a geriatric hospital than being one of the beautiful people on the TV show *Lost*. If listening to constant nagging about starvation, dehydration, and lack of relaxation and finding the corresponding cures for such ailments is your cup of tea, then you're in for an extradelicious treat. So much of Lost In Blue 2 focuses on two whiny castaways—one of whom acts as a parasite more than a partner—that the game's exploration elements, which are arguably the most interesting parts, become tedious, making it not worth your while to venture into the great unknown.

Just imagine: you've had a fine tropical meal with fresh fruit and fresh fish—easily better than anything you'd find at an Applebee's—and two seconds later, you say you're hungry. One second after that, the person you're stranded with says he or she is hungry. Now you have to spend several more in-game hours finding enough food to choke an elephant. But wait! You're not hydrated enough to do that, so you have to go down to the beach and get not only your own water, but also some for your partner in case you didn't take him or her along with you. After you finally drink and eat, you can sleep, but look! You're hungry and thirsty again!

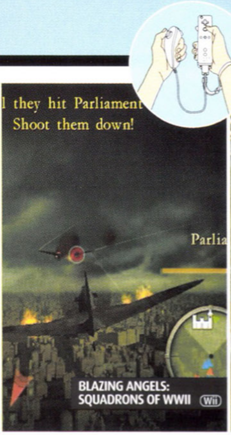
Granted, survival and exploration become less infuriating as you progress through the game, particularly when you come across additional water bottles, water holes, and husky beasts with a good bit of beef on their bones. But the farther you get, the more tedious new features—such as a weak combat system, the need to repair items and weapons, and puzzles that require both characters to be relatively healthy—divert even more time from what makes the game genuinely interesting: the exploration. —**GIANCARLO V.**



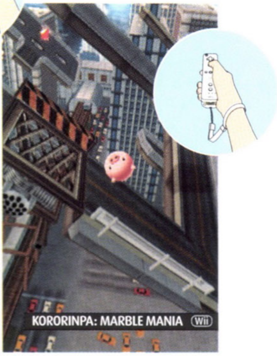

TIGER WOODS PGA TOUR 07 (Wii)



PUZZLE QUEST: CHALLENGE OF THE WARLORDS (DS)



BLAZING ANGELS: SQUADRONS OF WWII (Wii)


KORORINPA: MARBLE MANIA (Wii)

TIGER WOODS PGA TOUR 07

RATING: 8.5

PLATFORM: Wii
PUBLISHER: Electronic Arts
DEVELOPER: Electronic Arts
ESRB: Everyone

Over the years, EA's Tiger Woods PGA Tour franchise has fluctuated between reality and 20-under-par fantasy. By virtue of the fact that Wii control lets you swing the remote as you would a golf club, PGA Tour 07 naturally falls at the realistic end of the spectrum. It's still fairly easy to finish with a score that would make you buy a round of beverages at the clubhouse in real life, but an assault on the course record is an uphill struggle. Any fan of the series has probably been in a state of suspended anticipation over how actual swing control will be integrated, considering that strong play control has always been a big factor. The short response is that it works well, but it's not quite a hole in one.

You can either swing the remote Wii Sports Golf-style while standing, or sit with the remote parallel to the ground as you execute a tennis-like forehand stroke. Either way, you have to press the B Button to ready your golfer then pause for a fraction of a second before you begin your backswing. If you're impatient, you could confuse the controller into pulling off an aborted stroke that dribbles off the tee. If the swing doesn't click with you, you can switch to Control Stick-driven nunchuk-style play. Wii control isn't the only factor that skews the game toward realism; the absence of interface elements that tell you how much to lay off your swing to hit your target and how buried your ball is in the rough or sand also contribute. Tiger Challenge is a 20-event run through the courses, but in addition to match play, it dishes out the unusual One-Ball event (a ball-placement competition) and accuracy-testing events. The arcade-style trials do take you out of the realism, but they also offer more chances to strategize than the rest of the game does. PGA Tour 07 is a bit of a mixed bag, but it's well worth the wait for golf-game aficionados who are attracted to the concept of a realistic Wii-remote swing. —George S.

PUZZLE QUEST: CHALLENGE OF THE WARLORDS

RATING: 4.0

PLATFORM: Nintendo DS
PUBLISHER: D3 Publisher
DEVELOPER: 1st Playable Productions
ESRB: Everyone 10+

The concept of replacing typical RPG battle mechanics with those of a puzzle game is the crux of Puzzle Quest's gameplay, and the idea isn't totally bad. It's just that the puzzle the entire game is based on isn't all that interesting. It merely requires you to match up three colored orbs or three skulls to gain mana or deal damage to an enemy, respectively. Quite frankly, it's not much different from Bejeweled and it's just as boring. Also, the fact that enemy AI just happens to execute almost every move with near-perfection by lining up multiple turns in a row makes for some frustrating gameplay. On top of all that, the actual RPG elements in the game are quite weak in comparison to most games in the genre. There are some moments of entertaining gameplay in the multiplayer mode, but few people will find a compelling reason to even build a character worth taking into the multiplayer arena. —Giancarlo V.

BLAZING ANGELS: SQUADRONS OF WWII

RATING: 7.0

PLATFORM: Wii
PUBLISHER: Ubisoft
DEVELOPER: Ubisoft
ESRB: Teen

One thing immediately jumps out at you in Blazing Angels: Squadrons of WWII—the sheer number of selectable control schemes. Yes, there are numerous ways to fly your World War II aircraft in the game, but the unfortunate thing is that none of them work quite as well as the standard Control Stick setup.

Interestingly, the lone remote-only option is probably the most fun to use; it's intuitive and it does the best job of mimicking actual flight sticks even though you hold the controller horizontally. Conversely, the assortment of nunchuk and remote combinations are awkward—some of the movements necessary to control the plane feel unnatural and some finger gymnastics are required for speeding up, slowing down, making repairs, or barking orders at wingmen. The other main control scheme has the Control Stick as the primary tool; which makes it much easier for fans of the genre to jump right into the action.

Thankfully, there's plenty of action to be had. The game's missions have enemy fire coming at you from every direction, whether it's from enemy aircraft or anti-aircraft weaponry. Naturally, there's the usual assortment of escort, air-to-air, and air-to-ground missions, but Blazing Angels offers what little variety it can by throwing in a reconnaissance mission here and a torpedo mission there, and for the most part they're executed well. There are a few notable hiccups, however—namely some frame-rate problems and occasionally vague mission objectives, making you wonder if there's something you missed.

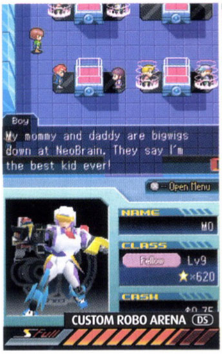
Still, the game's biggest problem is a simple lack of mission variety. Obviously, the subject matter is restrictive in this case, but what variety there is proves that you don't have to be performing what is essentially the same mission over and over in different environments. It's too bad, really; Blazing Angels starts out so strong, but then sits in a holding pattern, waiting for something memorable to happen in a memorable era of world history. —Giancarlo V.

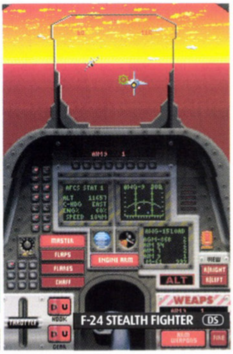
KORORINPA: MARBLE MANIA

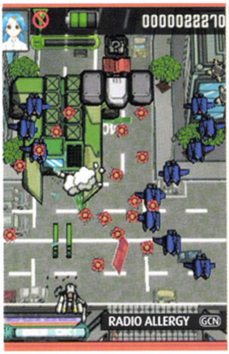
RATING: 7.0

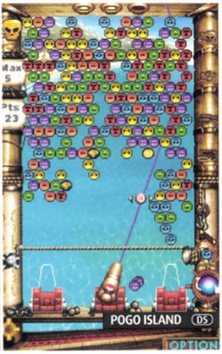
PLATFORM: Wii
PUBLISHER: Hudson Soft/Konami
DEVELOPER: Hudson Soft
ESRB: Everyone

Kororinpa: Marble Mania isn't the first motion-based, world-tilting, sphere-rolling game on Wii (see Super Monkey Ball: Banana Blitz) and it won't be the last (see Mercury Meltdown Revolution), but it does its job well nonetheless. Kororinpa's creatively designed stages start out soothing but become pretty challenging by the game's end, yet they're rarely frustrating (thanks to midlevel continue points on longer levels, and the lack of a time limit). An unprecedented level of control—you can tilt the worlds completely on their side—brings the best out of the Wii controller, and even though the game's fairly short, there are plenty of unlockable extras for advanced players to discover. Solid production values and a highly polished presentation (including an excellent soundtrack) round out the fun-but-understated package. —Chris H.


Boy
My mommy and daddy are bigwigs down at NeoBrain. They say I'm the best kid ever!







CUSTOM ROBO ARENA

RATING: 7.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **NINTENDO**
DEVELOPER: **NOISE**
ESRB: **EVERYONE 10+**

If you can get past the bland '80s-era look of the robot designs and a lack responsiveness in the fighting controls, you'll find that Custom Robo Arena has hidden charms. The concept of a futuristic society that is obsessed with robot construction and battling, and the subtly entertaining story of a young robot commander on the rise are compelling and well-executed, and the dozens of available robot parts give you a lot of customization options. The hesitation in the controls comes from the fact that each robot part has a strong impact on how your 'bot handles. A certain arm cannon, for example, may be powerful and fire shots that have long-range homing capabilities, but could require several seconds to reload its shots. During that time, you can press the fire button all you want but nothing will give you feedback—not even a sound effect that acknowledges the button press. Also, some robot legs slow your machine's movement so much that it feels like a flaw in the Control Pad. If the hesitations bother you, you can build a robot that possesses speed and instantaneous weapon reloads, but you'll sacrifice other attributes, such as jumping ability and firepower.

Story mode dishes out a balanced blend of exploration and battles, and keeps the pace moving with a day-in-day-out schedule of tournaments and plot twists. As you take on other commanders, you get points for dismantling their robots quickly, keeping your own robot from taking damage, and using a combination of weapons in your attacks. The makeup of the opposing robots and the design of the arenas will inspire you to tinker with your mechanoid in the readily available garage and develop specific strategies for the situation. Losing a battle has no consequence in the story (the game even offers a handicap if you've tried one battle several times and failed), but it's still fun to strive for a winning record. Local-wireless multiplayer options include a trading function, whereas Wi-Fi connections are limited to arena battles. If you're attracted to the idea of collecting robots and parts, you'll be able to look beyond Custom Robo Arena's rough edges to discover a fun game with lasting challenges. —**GEORGE S.**

F-24 STEALTH FIGHTER

RATING: 3.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **MAJESCO**
DEVELOPER: **SKYWORKS TECHNOLOGIES**
ESRB: **EVERYONE 10+**

It's bad enough that F-24 Stealth Fighter has the same old jingoistic plot as every other dogfighting game—one pilot must take on an entire air force over some hostile third-world country, blah blah blah. But what's even worse is that you'll have to take the developer's word for it—the graphics are so plain and boring that you would have no idea where you were if the in-game text didn't tell you. There isn't even a rendered terrain to fly over—when you attack a ground-based target, the game switches to a different camera angle specifically for that purpose. At least F-24 makes some use of the dual screens by creating a touch-screen instrument cluster that is easy to use. There's a tiny touch-screen control stick, as well, but the miniscule gestures required to maneuver your plane make it nearly impossible to fly. —**CHRIS S.**

RADIO ALLERGY

RATING: 5.0

PLATFORM: **NINTENDO GAMECUBE**
PUBLISHER: **O~3 ENTERTAINMENT**
DEVELOPER: **MILESTONE INC.**
ESRB: **EVERYONE**

Chances are if you liked the brain-busting insanity of a game like Ikaruga, then you'll appreciate an intense old-style shooter like Radio Allergy—that is, if you can stomach its quirkiness and rudimentary mechanics. Of course, it's natural for a top-down shooter like this to be a little weird, but Radio Allergy makes a special effort to showcase pointless dialogue, odd bosses, and even odder enemy projectiles that take the form of baseballs and soccer balls. But what makes Radio Allergy especially difficult to recommend is the fact that there just isn't much to it. Sure, it offers a challenge that any shooter fan would respect, but there's no real interesting weapon management or strategy involved, save for the fact that there are three weapon types and three ships to choose from before you enter the actual game. Ultimately, Radio Allergy is just a bland old-school shooter in a candy-colored, cel-shaded shell. —**GIANCARLO V.**

POGO ISLAND

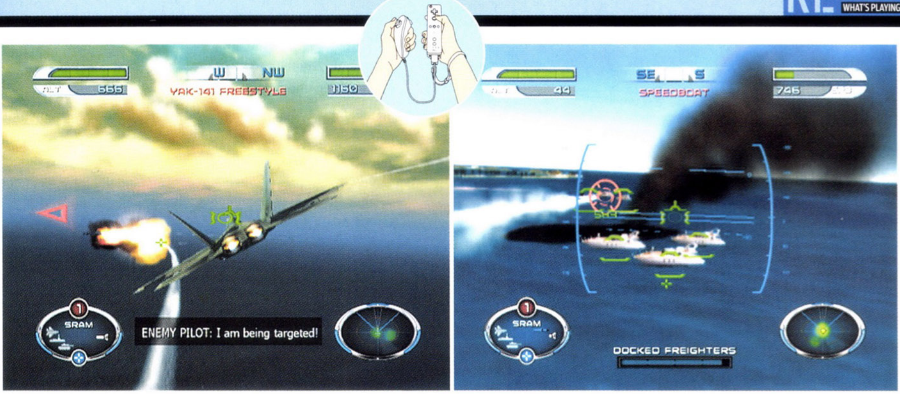
RATING: 7.0

PLATFORM: **NINTENDO DS**
PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **ELECTRONIC ARTS**
ESRB: **EVERYONE**

As game compilations go, Pogo Island has pretty strong credentials. EA's Pogo.com is the world's most visited casual gaming website, with hundreds of thousands of players logged in at any given time. The dot-com's DS companion packages five of its word and puzzle games into a board game set on a deserted island, and throws in a handful of simple action games that help advance the escape-from-the-island story. Among the Pogo.com titles are Poppit! (a puzzle game that has you popping balloons in a grid that match adjacent balloons), Word Whomp (which asks you to make words from a field of six letters), and Phlinx (a puzzler similar to Bust-a-Move). All of the games make great use of the handheld's touch control and two-screen setup (though color-matcher Squelchies does have some difficulty jumping the gap between the screens). As you play, you earn tokens that you can upload to your account on the Pogo site by way of Nintendo Wi-Fi Connection; a clever tie-in for the solid but somewhat limited minigame workout. —**GEORGE S.**

ALSO THIS MONTH

Playing like an interactive storybook, Ubisoft's **Cosmic Family** for Wii invites children to explore a rocket ship and trigger short movies and minigames by way of a point-and-click interface. The product has a simple, engaging art style and entertaining characters, but it will not appeal to players past the *Sesame Street* age. . . . The GCN and DS versions of Buena Vista's **Meet the Robinsons** cover the same 3-D-adventure ground as the Wii version (reviewed this issue). The GBA version uses child inventor Lewis (instead of Wilbur Robinson) for a 2-D platformer. . . . **Yu-Gi-Oh! World Championship Tournament 2007** takes Konami's annually updated series from the GBA to the DS. The handheld leap enables you to take on opponents from around the world via Nintendo Wi-Fi Connection and taunt them through a voice-chat option before you deal them defeat.


W NW
YAK-141 FREESTYLE
666
1160
SRAM
ENEMY PILOT: I am being targeted!
SE S
SPEEDBOAT
44
746
SRAM
DOCKED FREIGHTERS

HEATSEEKER

RATING: 7.5

PLATFORM: **Wii**
PUBLISHER: **Codemasters**
DEVELOPER: **IR Gurus Interactive**
ESRB: **Teen**

Following its peak in the '90s, the fighter-jet sim has become a lost art. Part of its wane in popularity might be due to the fact that realistic jet fighting can be downright boring—you spend minutes (which seem like hours) closing in on a single bogey, and before you can even think to pull the trigger, it blows by you at supersonic speed. That's not the case in the action-packed Heatseeker. Enemies pop up from every direction and, at least in the early stages, they act as sitting ducks. Knock one baddie out of the sky, and another one appears in your crosshairs immediately. And they explode real good, too, often in closeup, thanks to the game's impact cam. Flying is also exciting, especially when the afterburners kick in. The screen shakes and a satisfying whoosh fills the speakers. Our early coverage of the game mentioned that the developers were working on a variety of control schemes. They settled on one that has your jet (any of several licensed fighters from Lockheed Martin and Boeing) following the remote-directed crosshairs. Twist the remote to make the jet roll. Press A to lock onto enemies and B to fire. The nunchuk's Control Stick lets you adjust your throttle up or down. The result is an inviting pick-up-and-play experience with a lot of shooting, many explosions, and just a few minor tuning hiccups where some midmission objectives are a little too difficult to complete (mountain bunkers are particularly robust). The presentation is capped off with detailed graphics and special effects, and live-action FMV sequences that would've been right at home in the jet sims of the genre's heyday. —**George S.**

Wii
BKN
THE GAME FACTORY
KICK
LEGEND OF THE DRAGON
TEEN
T
Violence
ESRB CONTENT RATING www.esrb.org
legendofthedragonvideogame.com

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[ARCHIVE]

DISNEY MAGIC INDEED

Two of the top-rated new DS entries in the Archive this month come to us from Disney's video game publishing group, Buena Vista Games. Spectrobes (8.0) is an all-new property (a rarity for the movie-adaptation-happy company) that recalls Pokémon but offers enough to create its own niche in the creature-collection genre. Meteos: Disney Magic (7.5) incorporates themes from some of Disney's most popular recent films in a sequel to one of the DS's best puzzle games.

SCORES REFLECT INDIVIDUAL REVIEWERS' OPINIONS.
• INDICATES WI-FI COMPATIBILITY

Wii

The Ant Bully	N/A	Midway	211	E10+
Avatar: The Last Airbender	N/A	THQ	211	E10+
The Barnyard	N/A	THQ	211	E10+
Call of Duty 3	6.5	Activision	211	T
Cars	N/A	THQ	211	E
Chicken Little: Ace in Action	7.0	Buena Vista	212	E10+
Dragon Ball Z: Budokai Tenkaichi 2	7.0	Atari	211	T
Elebits	7.5	Konami	212	E
Excite Truck	8.5	Nintendo	211	E
Far Cry: Vengeance	4.0	Ubisoft	212	M
The Grim Adventures of Billy and Mandy	N/A	Midway	211	E10+
GT Pro Series	5.0	Ubisoft	211	E
Happy Feet	4.5	Midway	211	E
Ice Age 2: The Meltdown	N/A	Sierra	212	E10+
The Legend of Zelda: Twilight Princess	9.5	Nintendo	211	T
Madden NFL 07	8.5	Electronic Arts	211	E
Marvel: Ultimate Alliance	8.0	Activision	211	T
Metal Slug Anthology	8.0	SNK Playmore USA	211	T
Monster 4x4: World Circuit	6.5	Ubisoft	211	E
Need for Speed: Carbon	6.0	Electronic Arts	212	E10+
Open Season	N/A	Ubisoft	211	E10+
Rampage: Total Destruction	6.5	Midway	211	E10+
Rapala Tournament Fishing	N/A	Activision	212	E
Rayman Raving Rabbids	7.5	Ubisoft	211	E
Red Steel	8.0	Ubisoft	211	T
Sonic and the Secret Rings	8.5	Sega	214	E
SpongeBob SquarePants: Creature from the Krusty Krab	7.0	THQ	211	E
Super Monkey Ball: Banana Blitz	8.5	Sega	211	E
Super Swing Golf	7.5	Tecmo	212	E
Tom Clancy's Splinter Cell: Double Agent	6.0	Ubisoft	211	M
Tony Hawk's Downhill Jam	7.5	Activision	212	E10+
Trauma Center: Second Opinion	8.5	Atlus	211	T
WarioWare: Smooth Moves	9.0	Nintendo	212	E
Wii Play	7.0	Nintendo	213	E
Wii Sports	8.0, 8.5	Nintendo	211	E
World Series of Poker: Tournament of Champions	N/A	Activision	212	T

NINTENDO GAMECUBE

2006 FIFA World Cup	7.5	Electronic Arts	204	E
The Ant Bully	5.0	Midway	208	E10+
Avatar: The Last Airbender	7.0	THQ	210	E
The Barnyard	6.0	THQ	207	E10+
Baten Kaitos Origins	8.0	Nintendo	209	T
Bionicle Heroes	5.0	Eidos	211	E10+
Bratz: Forever Diamonds	N/A	THQ	210	E
Cars	6.5	THQ	206	E
FIFA 07	8.0	Electronic Arts	210	E
FIFA Street 2	7.0	Electronic Arts	203	E
Flushed Away	6.5	D3PA	210	E
The Grim Adventures of Billy and Mandy	6.5	Midway	210	E10+
Happy Feet	N/A	Midway	211	E
Harvest Moon: Magical Melody	9.0,9.5	Natsume	203	E
Ice Age 2: The Meltdown	5.0	Vivendi	203	E10+
Kao the Kangaroo: Round 2	2.5	Atari	203	E
The Legend of Spyro: A New Beginning	5.5	Sierra	209	E10+
The Legend of Zelda: Twilight Princess	9.5	Nintendo	212	T
LEGO *Star Wars* II: The Original Trilogy	7.5	LucasArts	209	E10+
Madden NFL 07	9.0	Electronic Arts	208	E
Major League Baseball 2K6	7.0, 6.5,6.0	2K Sports	205	E
Monster House	6.5	THQ	207	E10+
Naruto: Clash of Ninja	7.0	Tomy/D3PA	203	T
Naruto: Clash of Ninja 2	7.5	Tomy/D3PA	210	T
Need For Speed: Carbon	7.5	Electronic Arts	211	E10+
Nicktoons: Battle for Volcano Island	N/A	THQ	210	E
Odama	8.5	Nintendo	203	E10+
One Piece: Grand Adventure	5.5	Namco Bandai	208	T
One Piece: Pirates' Carnival	5.5	Namco Bandai	209	E
Open Season	8.0	Ubisoft	209	E10+
Over the Hedge	6.0	Activision	205	E10+
Pac-Man World Rally	5.5	Namco Bandai	208	E
Rampage: Total Destruction	6.5	Midway	204	E10+
Shrek Smash N' Crash Racing	N/A	Activision	213	E10+
The Sims 2 Pets	6.5	Electronic Arts	211	E
Sonic Riders	8.0	Sega	203	E
SpongeBob SquarePants: Creature from the Krusty Krab	8.5	THQ	210	E
Super Monkey Ball Adventure	5.5	Sega	208	E
Teen Titans	6.0	Majesco	204	E10+
Tom Clancy's Splinter Cell: Double Agent	4.5	Ubisoft	210	M
Tomb Raider: Legend	7.5	Eidos	211	T
X-Men: The Official Game	6.5	Activision	205	T

NINTENDO DS

2006 FIFA World Cup	7.0	Electronic Arts	204	E
Alex Rider: Stormbreaker	4.5	THQ	208	T
Arthur and the Invisibles	N/A	Atari	213	E
Avatar: The Last Airbender	6.5	THQ	210	E
Bionicle Heroes	N/A	Eidos	211	T
• Bomberman Land Touch!	7.0	Atlus	211	E
Brain Boost: Beta Wave	N/A	Majesco	212	E
Brain Boost: Gamma Wave	N/A	Majesco	212	E
Bratz: Forever Diamonds	N/A	THQ	210	E
Break 'Em All	7.0	D3PA	206	E
Bubble Bobble Revolution	6.0	Codemasters	208	E
Cars	5.5	THQ	206	E
Cartoon Network Racing	N/A	The Game Factory	213	E
• Castlevania: Portrait of Ruin	9.0	Konami	211	T
Catz	N/A	Ubisoft	211	E
Charlotte's Web	6.0	Sega	211	E
Chicken Little: Ace in Action	6.5	Buena Vista	210	E
Children of Mana	6.5	Nintendo	210	E10+
• Clubhouse Games	7.0	Nintendo	209	E
• Contact	6.5	Atlus	209	E10+
Cooking Mama	7.0	Majesco	209	E
Crash Boom Bang!	4.0	Sierra	209	E
Deep Labyrinth	6.0	Atlus	208	E10+
• Diddy Kong Racing DS	7.5	Nintendo	213	E
• Digimon World DS	N/A	Namco Bandai	212	E
Dino Master	5.5	Majesco	205	E
Disney's American Dragon: Jake Long—Attack of the Dark Dragon	N/A	Buena Vista	208	E
Dogz	N/A	Ubisoft	211	E
Dragon quest Heroes: Rocket Slime	9.0	Square Enix	208	E
Elite Beat Agents	9.5	Nintendo	210	E10+
Eragon	N/A	Vivendi	211	T
FIFA 07	N/A	Electronic Arts	210	E
FIFA Street 2	6.0	Electronic Arts	203	E
• Final Fantasy III	8.0	Square Enix	211	E10+
Flushed Away	N/A	D3PA	210	E
Fossil League D.T.C.	N/A	D3PA	214	E
Freedom Wings	6.0	Natsume	207	E10+
Full Metal Alchemist: Dual Sympathy	7.0	Destineer	212	T
Guilty Gear Dust Strikers	7.0	Majesco	204	T
Gunpey DS	6.5	Namco BAndai	210	E
Harlem Globetrotters World Tour	N/A	DSI	211	E
Harvest Moon DS	6.0	Natsume	208	E
Hi Hi Puffy Amiyumi: The Genie and the Amp	4.5	D3PA	206	E10+
Hotel Dusk: Room 215	8.0	Nintendo	213	T
Ice Age 2: The Meltdown	4.0	Vivendi	203	E
Inuyasha: Secret of The Divine Jewel	6.0	Namco Bandai	213	E10+

REVIEWER NOTES

Then, in the middle of the night, the girl disappeared.

HOTEL DUSK: ROOM 215

Hotel Dusk probably isn't going to win any awards for its gameplay—the term "interactive novel" has never been more apt—but as far as the intriguing story and interesting characters go, the game has few rivals. The writing is excellent, the mysteries run deep, and I even enjoyed the simple touch-screen activities. The ending left me a little empty, but I enjoyed the ride while it lasted. —Chris H.

>SONIC AND THE SECRET RINGS

The blue blur's Wii adventure is a bit slow to get going, but be patient. Once you learn the skills that allow Sonic to move more smoothly, the game really picks up.

—Steve T.

KONAMI CLASSICS SERIES: ARCADE HITS

It might be overly optimistic to think of Yie Ar Kung-Fu and a generic basketball title as "classics," but Konami's arcade collection on DS has more gems than duds. The true classics—such as Gradius, Rush'n Attack, Contra, and Track & Field—are as good as ever. And a few forgotten games (comical shooter Pooyan and run-and-jump title Circus Charlie, to name two) are pleasant surprises. At 15 titles strong, Arcade Hits delivers great play value.
—George S.

Izuna: Legend of the Unemployed Ninja	6.5	Atlus	213	E10+
Justic League Heroes	3.0	Warner Bros.Interactive	210	E10+
Kim Possible: Global Gemini	N/A	Buena Vista	214	E
Kirby: Squeak Squad	7.5	Nintendo	212	E
• Konductra	N/A	O~3	208	E
Konami Classics Series: Arcade Hits	7.5	Konami	214	E10+
The Legend of Spyro: A New Beginning	N/A	Sierra	209	E
LEGO *Star Wars* II: The Original Trilogy	4.5	LucasArts	209	E
• LostMagic	8.0, 7.0	Ubisoft	204	E
Lunar Knights	8.0	Konami	213	E10+
Madden NFL 07	7.5	Electronic Arts	208	E
Mage Knight: Destiny's Soldier	N/A	Namco Bandai	210	E10+
Magical Starsign	7.0	Nintendo	210	E
Magnetica	8.0	Nintendo	205	E
Mario Hoops 3-on-3	7.5	Nintendo	209	E
• Mario Vs. Donkey Kong 2: March of the Minis	7.5	Nintendo	209	E
Marvel Trading Card Game	4.0	Konami	213	T
MechAssault: Phantom War	8.0	Majesco	209	T
Mega Man ZX	8.5	Capcom	208	E
Meteos: Disney Magic	7.5	Buena Vista Games	214	E
• Metroid Prime Hunters	8.5, 8.0	Nintendo	203	T
Micro Machines V4	N/A	Codemasters	211	E
Mini RC Rally	N/A	Summitsoft	204	E
Monster Bomber	N/A	Majesco	212	E
Monster House	5.5	THQ	207	E
My Frogger: Toy Trials	N/A	Konami	211	E
Nacho Libre	7.0	Majesco	210	E10+
Need For Speed: Carbon	N/A	Electronic Arts	211	E
New Super Mario Bros.	9.5,9.5,9.5,9.5	Nintendo	205	E
Nicktoons: Battle for Volcano Island	N/A	THQ	210	E
• Open Season	N/A	Ubisoft	209	E
Over the Hedge	6.0	Activision	205	E
Over the Hedge: Hammy Goes Nuts	N/A	Activision	210	E
Phoenix Wright: Ace Attorney Justice for All	9.0	Capcom	212	T
Pirates of the Caribbean: Dead Man's Chest	6.0	Buena Vista	206	T
Point Blank DS	6.0	Namco Bandai	206	E10+
Pokémon Mystery Dungeon: Blue Rescue Team	8.0	Nintendo	209	E
Pokémon Ranger	7.0	Nintendo	210	E
Quickspot	5.5	Namco Bandai	214	E10+
Rafa Nadal Tennis	N/A	Codemasters	213	E
Rainbow Islands Revolution	4.5	Codemasters	208	E
Rayman Raving Rabbids	7.0	Ubisoft	214	E
Scooby-Doo! Who's Watching Who?	6.5	THQ	210	E
The Sims 2 Pets	5.5	Electronic Arts	211	E
Spectrobes	8.0	Buena Vista Games	214	E
Spider-Man: Battle for New York	6.0	Activision	212	E10+
SpongeBob SquarePants: Creature from the Krusty Krab	N/A	THQ	210	E
Star Fox Command	9.5	Nintendo	208	E10+
Star Trek: Tactical Assault	5.5	Bethesda	210	E
Star Wars: Lethal Alliance	7.0	Ubisoft	212	E10+
Steel Horizon	4.5	Konami	214	E10+
The Suite Life of Zack & Cody	N/A	Buena Vista	208	E
Super Black Bass Fishing	4.5	Majesco	204	E
Tao's Adventure: Curse of the Demon Seal	6.0	Konami	203	E
• Tenchu: Dark Secret	5.0	Nintendo	208	T
Tetris DS	9.5	Nintendo	203	E
That's So Raven: Psychic on the Scene	N/A	Buena Vista	210	E
Tom and Jerry Tales	N/A	Warner Bros. Interactive	210	E
Tamagotchi Connection: Cornershop 2	N/A	Namco Bandai	211	E
TMNT	5.5	Ubisoft	214	E10+
Tomb Raider: Legend	4.5	Eidos	210	T
• Tony Hawk's Downhill Jam	7.5	Activision	211	E
Totally Spies! 2: Undercover	N/A	Atari	213	E10+
Touch Detective	6.0	Atlus	210	E10+
Trioncube	5.5	Namco Bandai	213	E
Wario: Master of Disguise	6.5	Nintendo	214	E10+
Winning Eleven Pro Evelution Soccer 2007	6.5	Konami	213	E
X-Men: The Official Game	7.0	Activision	205	E10+
Xiaolin Showdown	5.0	Konami	212	E
Yoshi's Island DS	8.0	Nintendo	211	E
• Yu-Gi-Oh! Spirit Caller	N/A	Konami	213	E

GAME BOY ADVANCE

2006 FIFA World Cup	7.5	Electronic Arts	204	E
Alex Rider: Stormbreaker	N/A	THQ	208	E10+
The Ant Bully	N/A	Midway	208	E
Arthur and the Invisibles	N/A	Atari	213	E
Avatar: The Last Airbender	N/A	THQ	210	E
Babar to the Rescue	N/A	THe Game Factory	206	E
Back to Stone	N/A	Grafitti Entertainment	214	E
Backyard Baseball 2007	3.5	Atari	204	E
Backyard Basketball 2007	N/A	Atari	209	E
The Barnyard	6.5	THQ	207	E
Battle B-Daman	6.5	Atlus	207	E
Battle B-Daman: Fire Spirits!	6.5	Atlus	210	E
Bionicle Heroes	N/A	Eidos	211	E
Bratz: Forever Diamonds	N/A	THQ	210	E
Cabbage Patch Kids: The Patch Puppy Rescue	N/A	D3PA	204	E
Capcom Classics Mini Mix	7.5	Capcom	209	T
Cars	6.5	THQ	206	E
Catz	N/A	Ubisoft	204	E
The Cheetah Girls	N/A	Buena Vista	208	E
Disney's American Dragon: Jake Long—Rise of the Huntsclan	N/A	Buena Vista	208	E10+
Dr. Sudoku	6.0	Mastiff	203	E
Dragon Ball: Advanced Adventure	7.0	Atari	203	E10+
Eragon	N/A	Vivendi	211	E10+
FIFA 07	N/A	Electronic Arts	210	E
Final Fantasy V Advance	8.5	Nintendo	210	E
Final Fantasy VI Advance	9.5	Nintendo	213	E10+
Flushed Away	N/A	D3PA	210	E
Foster's Home For Imaginary Friends	N/A	Crave Entertainment	213	E
Games Explosion!	4.0	THQ	208	E
Garfield and His Nine Lives	5.0	The Game Factory	204	E
Ghost Rider	N/A	2K Games	213	T
Harlem Globetrotters World Tour	N/A	DSI	211	E
Ice Age 2: The Meltdown	4.0	Vivendi	203	E
Justic League Heroes: The Flash	5.5	Warner Bros. Interactive	210	E10+
The Legend of Spyro: A New Beginning	N/A	Sierra	209	E
LEGO *Star Wars* II: The Original Trilogy	N/A	LucasArts	209	E
Let's Ride! Dreamer	N/A	THQ	203	E
Madden NFL 07	7.0	Electronic Arts	208	E
Mazes of Fate	N/A	Graffiti Entertainment	213	T
Mega Man Battle Network 6: Cybeast Gregar & Cybeast Falzar	7.5	Capcom	206	E
Miss Spider's Harvest Time Hop & Fly	N/A	The Game Factory	206	E
Monster House	5.0	THQ	207	E
Naruto: Ninja Council	4.0	Tomy/D3PA	203	E10+
Naruto: Ninja Council 2	5.5	Tomy/D3PA	210	E10+
Need For Speed: Carbon	N/A	Electronic Arts	211	E
Nicktoons: Battle for Volcano Island	N/A	THQ	210	E
Open Season	N/A	Ubisoft	209	E
Over the Hedge	3.5	Activision	205	E
Over the Hedge: Hammy Goes Nuts	N/A	Activision	210	E
Paws & Claws Resort	N/A	THQ	203	E
Phil of the Future	N/A	Buena Vista	208	E
Pirates of the Caribbean: Dead Man's Chest	7.5	Buena Vista	206	E10+
Pokémon Mystery Dungeon: Red Rescue Team	8.0	Nintendo	209	E
Polarium Advance	N/A	Atlus	212	E
The Santa Clause 3	N/A	Buena Vista	209	E
Shrek Smash N' Crash Racing	N/A	Activision	213	E10+
The Sims 2 Pets	N/A	Electronic Arts	211	E
Sonic the Hedgehog Genesis	6.0	Sega	211	E
SpongeBob SquarePants: Creature from the Krusty Krab	N/A	THQ	210	E
Sudoku Mania	N/A	UFO Interactive	206	E
Summon Night: Swordcraft Story	8.0	Atlus	207	E10+
Summon Night: Swordcraft Story 2	8.0	Atlus	210	E10+
Super Robot Taisen: Original Generation	6.5	Atlus	207	T
Super Robot Taisen: Original Generation 2	7.0	Atlus	211	T
Teenage Mutant Ninja Turtles Double Pack	N/A	Konami	206	E
TMNT	7.0	Ubisoft	214	E10+
Tom and Jerry Tales	N/A	Warner Bros. Interactive	210	E
Tomb Raider: Legend	N/A	Eidos	210	T
Tony Hawk's Downhill Jam	7.5	Activision	211	E
Totally Spies! 2: Undercover	N/A	Atari	213	E10+
The Tower SP	7.0	Sega	203	E
The Wild	N/A	Buena Vista	204	E
X-Men: The Official Game	3.5	Activision	205	E10+
Yggdra Union	7.5	Atlus	211	T
Yu-Gi-Oh! Ultimate Masters—World Championship Tournament 2006	6.0	Konami	204	E

FINAL FANTASY III

If you ever get a craving for some true-blue, old-school RPG action, then look no further than FINAL FANTASY III. The best part about one of the earliest games in this well-loved series isn't the revamped graphics (though they're quite nice), but the fact that if you slip up and make one error, you get punished for it—big time. That means you have to be especially cautious and smarter to get through the entire game. —Giancarlo V.

>WARIOWARE: SMOOTH MOVES

The usual frenetic pace in WarioWare titles halts for introspective reflection in Smooth Moves, making the game's remote-enhanced poses even more comical. The 200 microgames go by quickly, but repeated plays are tons of fun.

—George S.

Wii PLAY

If your Miis have had their fill of parading around and playing Wii Sports, give them a new set of activities with Wii Play. Some of the games are fairly light diversions (fishing in a small pond and posing your Miis), but a remote-as-the-cue-stick billiards title, an overhead-view tank battler, and the air-hockey-inspired Laser Hockey are every bit as robust as the Wii Sports games. —George S.

BOOKS

Book Report

We'd like to think that you'll find anything you need to know about video games in the pages of Nintendo Power, but a crop of recent books show that the subject ranges far and wide, from art and history to development. The publications are available through Amazon.com (except where noted).

1 *Electronic Plastic*

This interesting coffee-table gem focuses more on the aesthetic of classic gaming consoles than on the games themselves, but it's a beautifully designed book full of rare systems that enthusiasts will appreciate. Of particular interested to Nintendo fans is the book's visual catalog of every Game & Watch system. —ANDY M.

2 *Mega Man Zero: Official Complete Works*

If you're a Mega Man fan, you won't want to pass up the English version of the *Mega Man Zero: Official Complete Works* artbook, coming from UDON Entertainment this spring. The 180-page book features a plethora of gorgeous illustrations from all four Mega Man Zero GBA games, and is available now for preorder. —CHRIS H.

3 *Videogames: In the Beginning*

Eccentric engineer Ralph H. Baer makes a case (an actual legal case with documentation) to prove his position as the inventor of console games. Anyone with more than a passing interest in video game history will marvel at Baer's stories about the art and science of early game prototyping. —GEORGE S.

4 *The Game Maker's Apprentice*

Geared toward the novice game developer with access to a PC, *The Game Maker's Apprentice* offers practical basic programming techniques peppered with design philosophy. The book's CD includes Game Maker software (a drag-and-drop development tool) and art assets for nine starter games. —GEORGE S.

5 *Power Up*

For many of us, Japanese companies like Nintendo and Sega have always been at the forefront of video game production. But it wasn't always like that. Chris Kohler, now a journalist for *Wired*, provides an excellent account of how and why Japanese game companies have risen to such great heights around the world. —CHRIS S.

6 *The Art of Yasushi Suzuki*

You may not know his name, but if you're a Treasure fan, you know his work. Yasushi Suzuki is the mastermind behind the beautiful artwork you see in most Treasure games, including Sin & Punishment and Ikaruga. This book contains amazing artwork from both games, as well as images from Suzuki's independent projects. Unfortunately, it won't be available until June. —GIANCARLO V.

7 *Fami-Complete*

Released to commemorate the 20th anniversary of the Famicom (the NES's Japanese counterpart), *Fami-Complete* is an encyclopedic two-volume compendium detailing every Famicom game and accessory ever made. The set is hard to come by, but finding it is worth the effort for dedicated fans who can read Japanese. —CHRIS H.

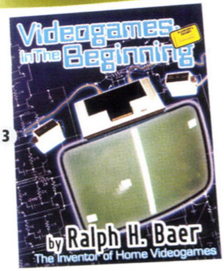
1

Crazy Climber
CRAZY CLIMBER
BANDAI ELECTRONICS ARCADE
COLECO
DONKEY KONG

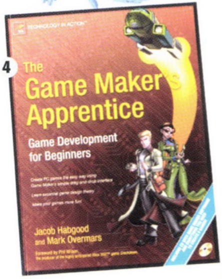
2

CAPCOM
MEGAMAN ZERO
OFFICIAL COMPLETE WORKS

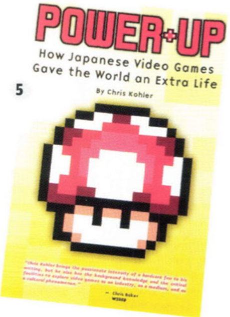
3


Videogames: In The Beginning
by Ralph H. Baer
The Inventor of Home Videogames

4


TECHNOLOGY IN ACTION
The Game Maker's Apprentice
Game Development for Beginners
Jacob Habgood and Mark Overmars

5


POWER-UP
How Japanese Video Games Gave the World an Extra Life
By Chris Kohler

6

THE ART OF YASHUSHI SUZUKI

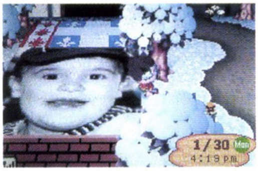
7

FAMI·COMPLETE
ファミ・コンプリート
上
カセット・ディスクカード 全ウラ技データベース

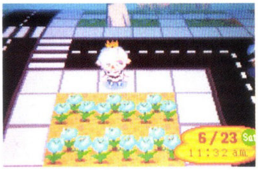
ANIMAL CROSSING

This Old Town

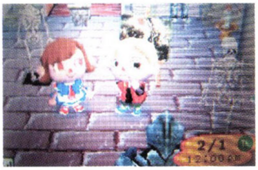
We're continually amazed with all of the customized Animal Crossing designs sent in by our readers. Some of them put in countless hours to make their towns unique or completely crazy. Keep sending those photos to community@nintendopower.com. —GIANCARLO V.



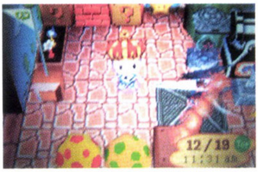
Reader Olivier T. created this cool design as an homage to his son. He says it took two characters and about eight hours to finish.



NINTENDO_G tricked people with his Ice Tulips design. They look like a new breed of flower, but alas, they're not real.



This amazing Castlevania-inspired theme, designed by HYPER_METAL_SONIC, even features two characters from Portrait of Ruin.

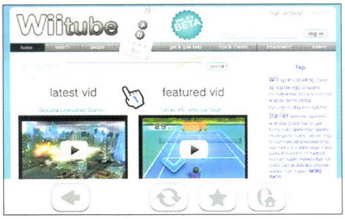


Take a look at Rex U.'s house, which is totally decked out in collectible Mario Bros.-related items. Way to go, and nice hat!

WEBSITES

Totally Tubular

Whether you're looking for the latest game trailer or a bizarre *Star Wars* spoof in which Nintendo characters launch an assault on a giant PlayStation, wiitube.com is your one-stop portal. The site is designed specifically for Opera, and works great with the Wii browser. —STEVE T.



Im on ur sofa, playin ur Wii

The introduction to wiikitty.com states that it's the place "Where kitties and Wii are at long last *conjoined*." We agree that adorable pets posing with the Wii controller is a concept whose time is well overdue. —STEVE T.

These websites are not endorsed, sponsored or operated by Nintendo.

COMMUNITY CALENDAR

Plug in and geek out with the rest of the Nintendo community.

PROTOMEN TOUR
March 30-April 13

The Protomen (a Mega Man-themed band we've covered in past issues) are heading out for a tour entitled Hope Rides East. We're big fans here at Nintendo Power, which is unfortunate, because the tour is hitting only East Coast venues. For updated info check www.theprotomen.com.

These guys take Mega Man very, *very* seriously.

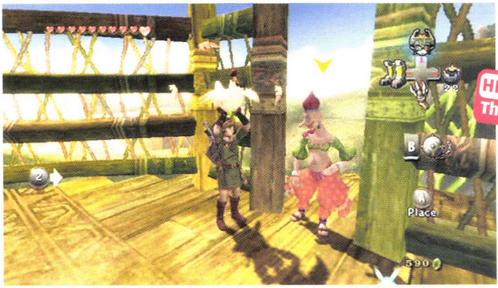
POUND 2 SMASH BROS. TOURNEY
June 16th and 17th

Do-it-yourself Super Smash Bros. Melee tournaments are happening all the time, but when a big one starts forming on www.smashboards.com, it's worth taking note. Pound 2 is set to take place in the Washington, DC area, and will likely bring in some of the best players from all over the country for the most ridiculous Smash Bros. action you can imagine. Check the aforementioned website for registration info.

SCREEN TEST

Pass the Test, All Over Again

It's baaa-ack! Ever since the Screen Test disappeared following Volume 192, we've been inundated with requests to bring the feature back to Nintendo Power. Well, we've been listening—now's your chance to write your own witty caption for the screenshot shown to the right. Send your entries to community@nintendopower.com and we'll print the best ones in a future issue.



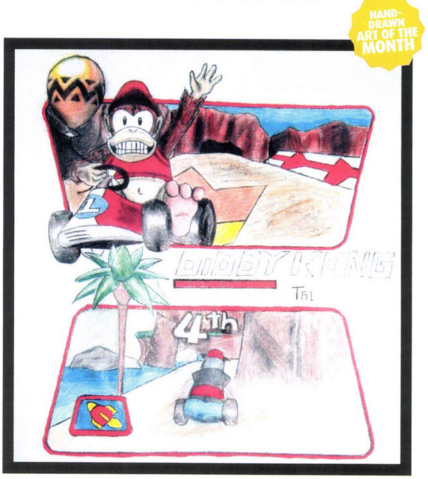
HERE'S OUR CAPTION. Think you can do better?

"Bad chicken! Link, can you put it back in my pantaloons where it belongs?"

ART OF THE MONTH

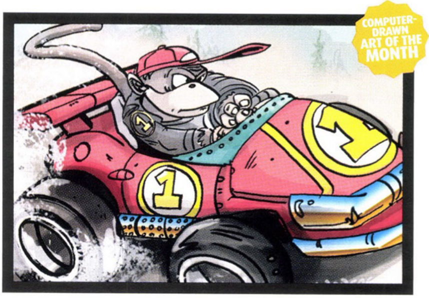
Kong of the Road

Mario Kart dominates the racing world, but kart fans know that Diddy Kong Racing has plenty under the hood, too. This month's artists chose to focus on cover boy Diddy: Tai4's jovial image takes the monkey in a different direction than the more determined scowl of ShaneOSan's hero.


HAND-DRAWN ART OF THE MONTH
DIDDY KONG
Tai
4th

ARTIST:
TAI4

SUBJECT:
DIDDY KONG RACING


COMPUTER-DRAWN ART OF THE MONTH
1
1

ARTIST:
SHANEOSAN

SUBJECT:
DIDDY KONG RACING

Looking to submit art for the first time and not sure what to do? Visit **forums.nintendo.com** for details. Be sure to read the rules before you post your masterpieces.

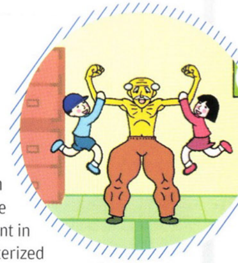
Reader Review

LET YOUR VOICE BE HEARD!

Each month we encourage everyone to submit reviews for games, but remember to follow the rules: keep them under 300 words, and check your spelling! If you'd like to submit a review for NP, first become an Nsider at Nintendo.com. Then head to the Reviews forum and submit your game critique. Reviews are selected based on overall writing quality, objectivity, and game knowledge.

WarioWare: Smooth Moves

Reviewed by: KOWKILLER



Smooth may be part of the name, but you will look anything but when you're playing the game: WarioWare Smooth Moves, the latest installment in the WarioWare franchise, is characterized by lightning-fast microgames that will have you in a frenzy. Utilizing the Wiimote in previously unthought-of ways, this is definitely an innovative game for the Wii.

The game starts Wario discovering the mystical Form Baton—an item that looks like the Wiimote. You must test your Wii prowess right away, when you're put immediately into an Indiana Jones-esque action sequence. After you beat the first level, new levels and areas open up all over the map, each providing another short story and a lightning-fast barrage of microgames.

Throughout the many stages in the game you'll learn 20 different poses. Some of the poses utilize the Wiimote in simple ways, but others, like the Elephant and the Mohawk poses, take a totally different approach to the microgames. Each pose is fun in its own way and gives the game much more depth since you're always changing what you're doing.

From shaving someone's face to picking a person's nose, every microgame has its own quirk that keeps the game fast-paced and fun. One of the most interesting games is a boss stage where you use the Wiimote to replicate the dance moves of people on the screen.

Overall this game is one of the most unique games out there, even surpassing the other titles in the WarioWare series. With the new uses of the Wiimote and the hilarious mode which has you working both with and against other players, this game has many things to do even after you've beaten it.

CALL TO ACTION

Stand in profile!

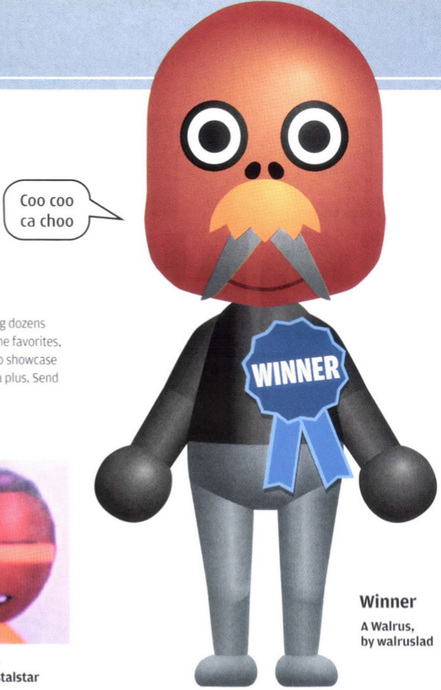
Are you a longtime NP subscriber? Have you been collecting issues since the Fun Club News days, or pasting every poster on your walls? We want to hear from you! Tell us why you think you should be the star of a subscriber profile. If you're selected, we'll tell your story in an upcoming Community.

community@nintendopower.com

Mii OF THE MONTH

I Am the Walrus

We love Miis, and you love Miis. In fact, you love Miis so much that you've been sending dozens upon dozens of them every day, flooding our inboxes with movie and TV stars, video game favorites, animals, and some truly bizarre creations worthy of Picasso. Every month, we're going to showcase the best of the best. As you can see, any type of Mii is welcome and originality is always a plus. Send your photos to community@nintendopower.com and inspire the world! —GIANCARLO V.

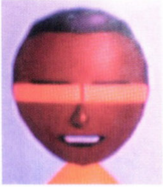

Coo coo ca choo
WINNER

Winner
A Walrus, by walruslad

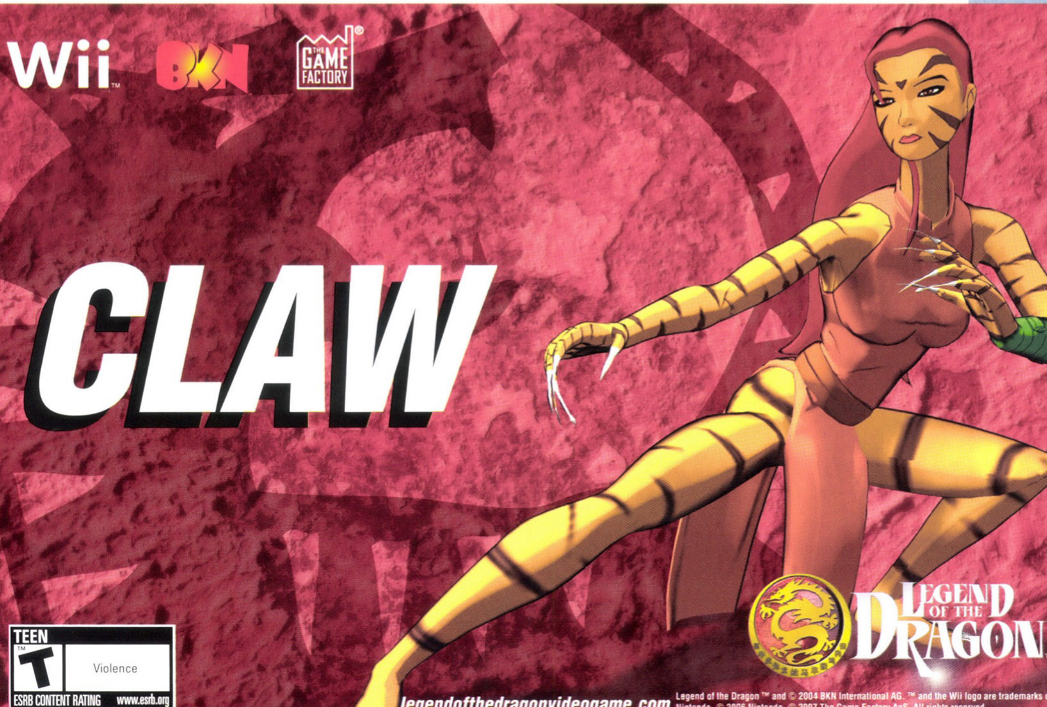
Runners-Up:

Sub-Zero, by Aaron K.

Upside-Down Face, by Cody E.



Geordi La Forge, by Diamondcrystalstar


Wii
BKN
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CLAW
LEGEND OF THE DRAGON
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T
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legendofthedragonvideogame.com

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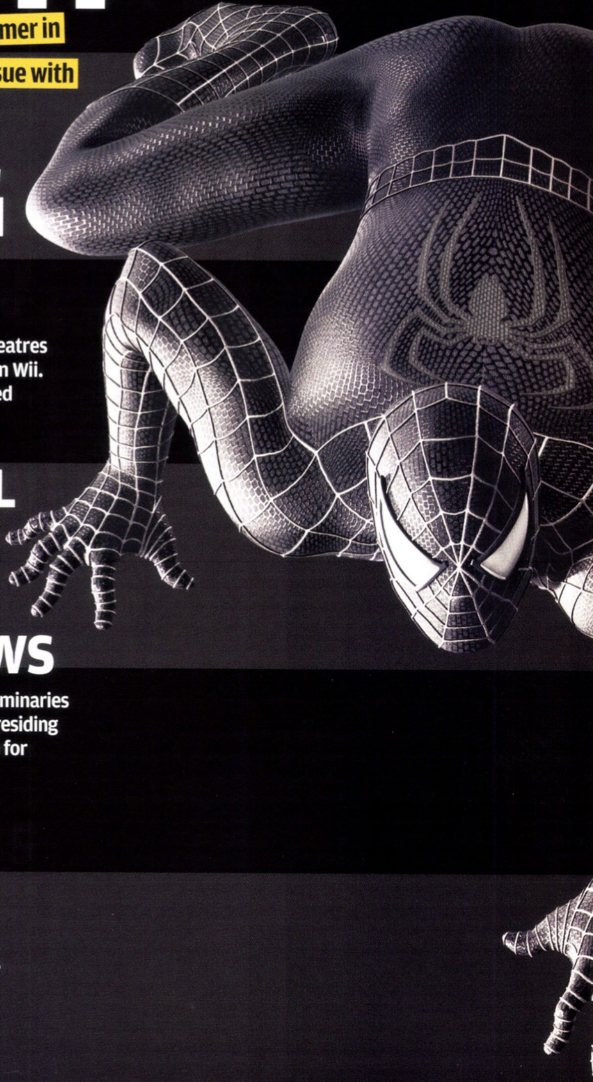
NEXT MONTH

The most release-heavy spring and summer in memory will come to full bloom next issue with previews, reviews, and features.



WEBBING WITH Wii

At the same time Spider-Man swings into theatres for his third movie outing, he'll take a spin on Wii. We'll have details on all his motion-controlled superheroics.

SUMMER SCHOOL

Big Brain Academy will be in session this June for Wii. We'll put on our thinking caps to bring you an A+ preview.

DEVELOPING NEWS

While this issue was going to press, gaming luminaries such as Nintendo's Shigeru Miyamoto were presiding over the Game Developers Conference. Watch for details in Volume 216.

CRITICAL MASS

Several high-profile games launch next month. We'll have reviews of Super Paper Mario, Pokémon Diamond and Pokémon Pearl, and The Godfather: Blackhand Edition, to name a few.

CONTACTS

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(1-800-422-4281 TDD)
Note: We are unable to answer gameplay questions on this line. 6 a.m. to 7 p.m. Pacific Standard Time, every day. French- and Spanish-speaking representatives are available.

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ESRB GAME RATING INFORMATION
To contact the ESRB or for more information, visit www.esrb.org.
The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD eC CONTENT RATED BY ESRB
Early Childhood

EVERYONE E CONTENT RATED BY ESRB
Everyone

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB
Everyone (10+)

TEEN T CONTENT RATED BY ESRB
Teen (13+)

MATURE 17+ M CONTENT RATED BY ESRB
Mature (17+)

ADULTS ONLY 18+ AO CONTENT RATED BY ESRB
Adult (18+)

RATING PENDING RP CONTENT RATED BY ESRB
Rating Pending

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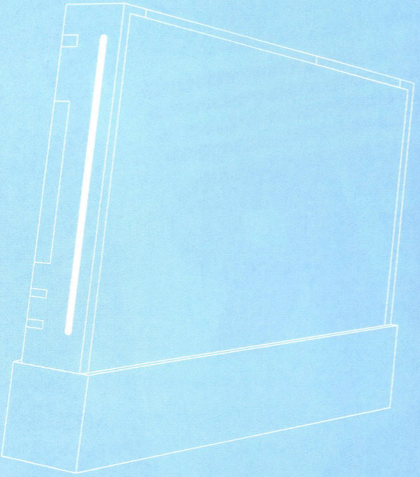

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Wii
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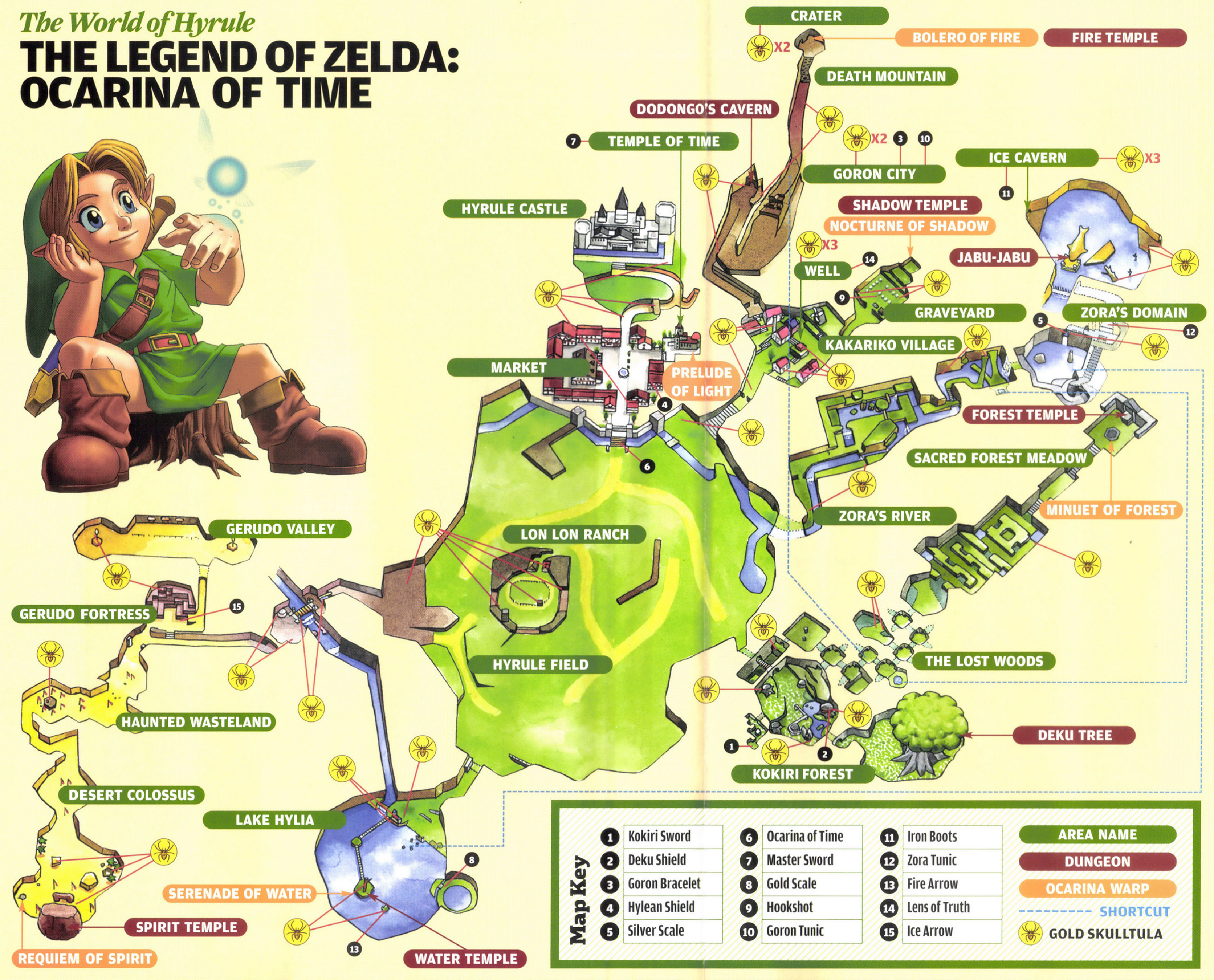
The World of Hyrule

THE LEGEND OF ZELDA: OCARINA OF TIME


CRATER
X2
BOLERO OF FIRE
FIRE TEMPLE
DEATH MOUNTAIN
DODONGO'S CAVERN
7 TEMPLE OF TIME
X2 3 10
GORON CITY
ICE CAVERN
X3
11
HYRULE CASTLE
SHADOW TEMPLE
NOCTURNE OF SHADOW
X3
14
WELL
JABU-JABU
9
GRAVEYARD
ZORA'S DOMAIN
5
12
KAKARIKO VILLAGE
MARKET
PRELUDE OF LIGHT
4
FOREST TEMPLE
6
SACRED FOREST MEADOW
ZORA'S RIVER
MINUET OF FOREST
GERUDO VALLEY
LON LON RANCH
GERUDO FORTRESS
15
HYRULE FIELD
THE LOST WOODS
HAUNTED WASTELAND
1
2
DEKU TREE
KOKIRI FOREST
DESERT COLOSSUS
LAKE HYLIA
8
SERENADE OF WATER
SPIRIT TEMPLE
13
REQUIEM OF SPIRIT
WATER TEMPLE

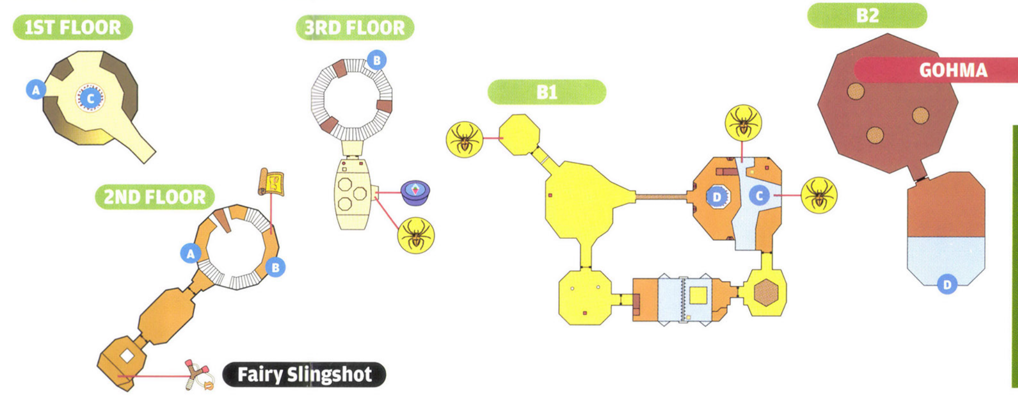
Map Key

① Kokiri Sword
② Deku Shield
③ Goron Bracelet
④ Hylean Shield
⑤ Silver Scale
⑥ Ocarina of Time
⑦ Master Sword
⑧ Gold Scale
⑨ Hookshot
⑩ Goron Tunic
⑪ Iron Boots
⑫ Zora Tunic
⑬ Fire Arrow
⑭ Lens of Truth
⑮ Ice Arrow

AREA NAME
DUNGEON
OCARINA WARP
- - - - - - - - SHORTCUT
GOLD SKULLTULA

THE DUNGEONS

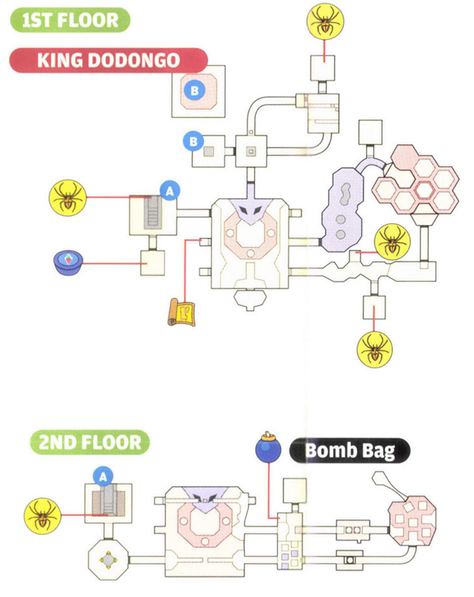
DEKU TREE


1ST FLOOR
A
C
3RD FLOOR
B
2ND FLOOR
A
B
Fairy Slingshot
B1
D
C
B2
GOHMA
D

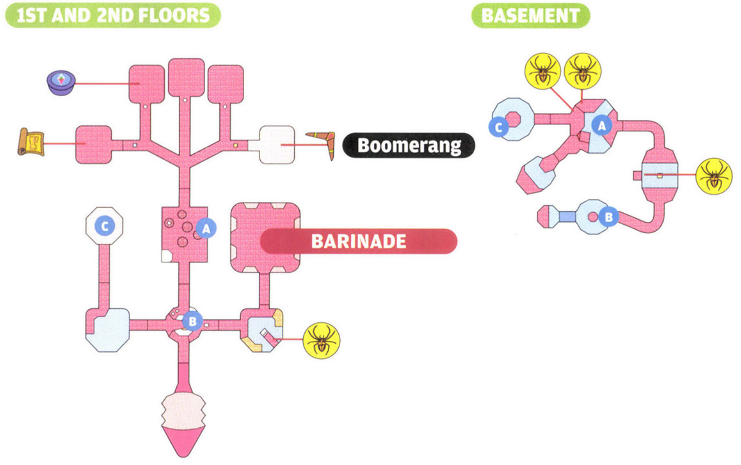
Map Key

Compass
Map
Dungeon Key
Boss Key
Gold Skulltula

DODONGO'S CAVERN


1ST FLOOR
KING DODONGO
B
B
A
2ND FLOOR
A
Bomb Bag

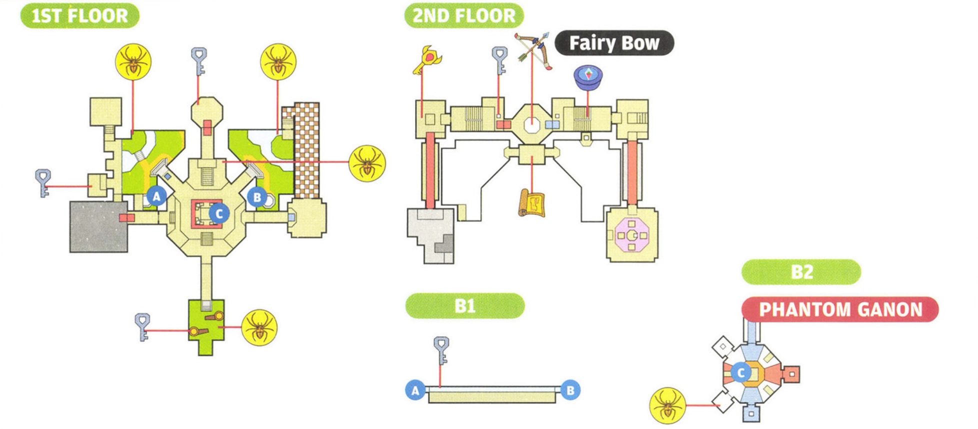
JABU-JABU


1ST AND 2ND FLOORS
BASEMENT
Boomerang
C
A
B
BARINADE
C
A
B

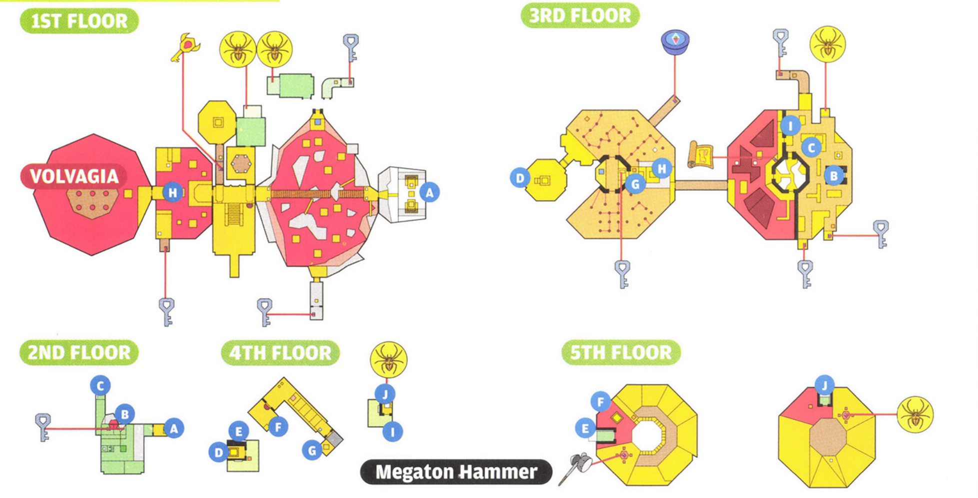
Empty-Bottle Locations

Lon Lon Ranch	Play Talon's Cucco-finding game. When you win, you'll receive a bottle.
Kakariko Village	After you retreive the girl's lost Cuccos and put them in their pen, she'll give you a bottle.
Lake Hylia	There's a note at the bottom of the lake. Deliver the note to King Zora and keep the bottle.
Hyrule Castle Market	As an adult, collect 10 Big Poes and give them to the person in the guard station.

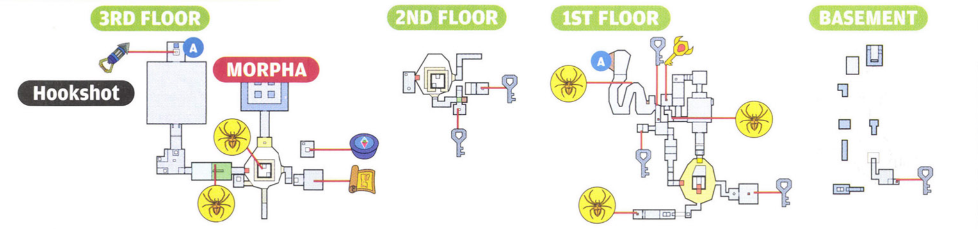
FOREST TEMPLE


1ST FLOOR
2ND FLOOR
Fairy Bow
B1
B2
PHANTOM GANON
A
B
C

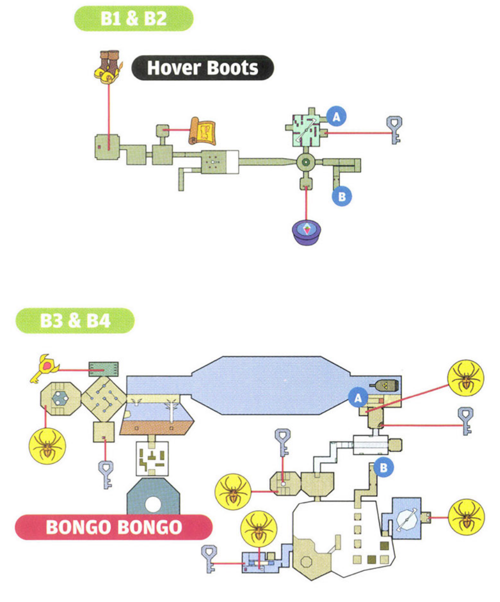
FIRE TEMPLE


1ST FLOOR
3RD FLOOR
VOLVAGIA
2ND FLOOR
4TH FLOOR
5TH FLOOR
Megaton Hammer
A
B
C
D
E
F
G
H
I
J

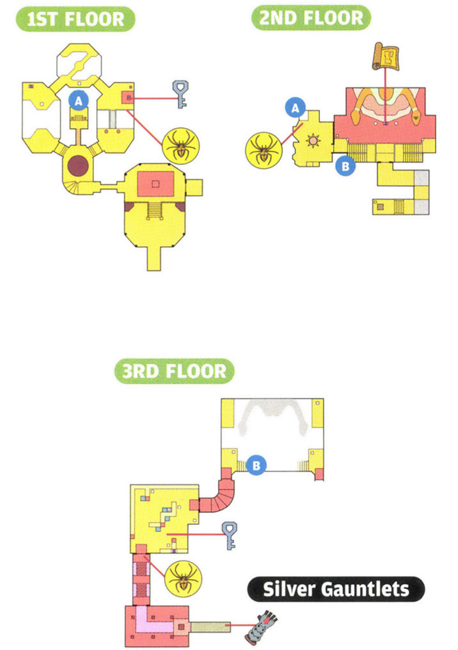
WATER TEMPLE


3RD FLOOR
MORPHA
Hookshot
2ND FLOOR
1ST FLOOR
BASEMENT
A

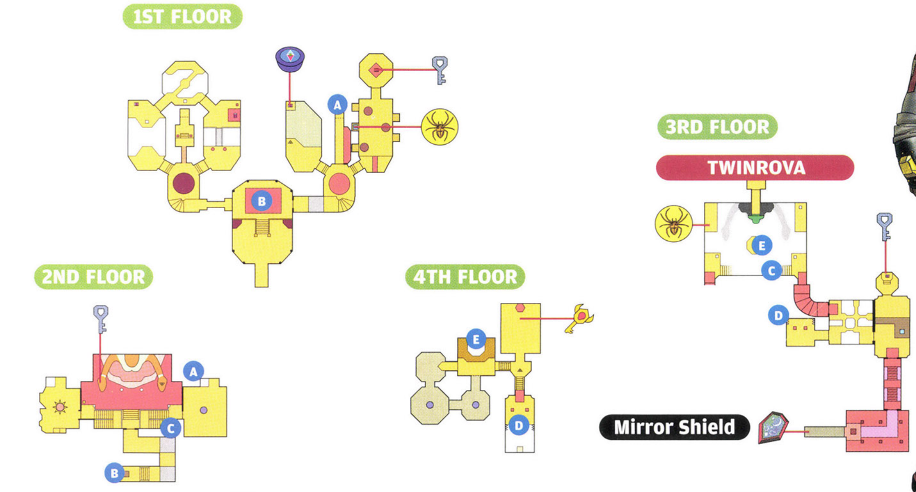
SHADOW TEMPLE


B1 & B2
Hover Boots
B3 & B4
BONGO BONGO
A
B

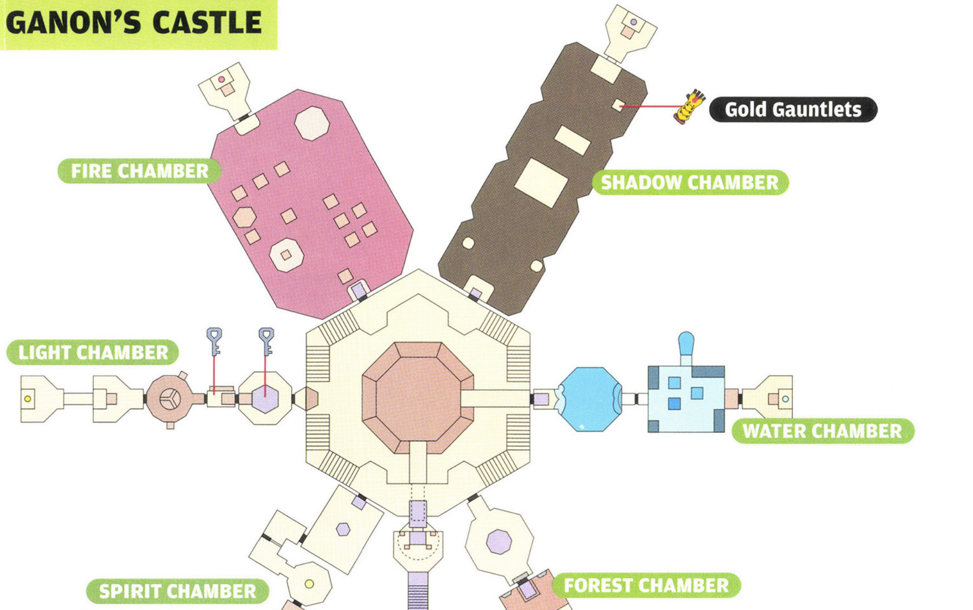
SPIRIT TEMPLE YOUNG LINK


1ST FLOOR
2ND FLOOR
3RD FLOOR
Silver Gauntlets
A
B

SPIRIT TEMPLE ADULT LINK


1ST FLOOR
2ND FLOOR
4TH FLOOR
3RD FLOOR
TWINROVA
Mirror Shield
A
B
C
D
E

GANON'S CASTLE


Gold Gauntlets
FIRE CHAMBER
SHADOW CHAMBER
LIGHT CHAMBER
WATER CHAMBER
SPIRIT CHAMBER
FOREST CHAMBER

Pieces of Heart

Hyrule Field: 2	1 - Bomb within the fenced area near the path to Lake Hylia. 2 - Bomb near the tree north of Lon Lon Ranch to reveal a secret grotto.
Hyrule Castle: 3	1 - Win the Treasure Box game (use the Lens of Truth if necessary). 2 - Win the Bombchu Bowling game. 3 - Find the lost dog at night and lead it back to its owner.
Lon Lon Ranch: 1	1 - As young Link, enter the storage shed, move the boxes, and crawl through the opening.
Kakariko Village: 8	1 - After Kaepora Gaebora gives you a ride, drop to the awning and enter the house. 2 - Get it from the man on the rooftops. 3 - Play Dampé's digging game until you unearth the heart piece. 4 - Inside the windmill. 5 - As adult Link, finish Dampé's race in under a minute. 6 - In the House of Skultulla you'll receive it after you've slain 50 Gold Skultullas. 7 - Plant a Magic Bean in the graveyard, then return as an adult. 8 - Play the Sun's Song in a hidden chamber beneath a tombstone.
Lost Woods: 2	1 - Play Saria's Song for the Skull Kid. 2 - Play the ocarina to jam with the pair of Skull Kids deep in the woods.
Death Mountain: 4	1 - Plant a Magic Bean near Dodongo's Cavern, then return as an adult. 2 - Plant a Magic Bean at Death Mountain Crater, then return as an adult. 3 - In an alcove in the crater. 4 - In Goron City, light the torches then toss a bomb into the spinning urn.
Zora's River: 4	1 - Use Cuccos to reach the top of the rock tower. 2 - Near the canyon wall, use a Cucco. 3 - Play the Song of Storms for the frogs. 4 - Win the frogs' bug-eating game.
Zora's Domain: 4	1 - Light the torches in the room behind the waterfall. 2 - Resting on the ice after the freeze. 3 - Frozen in the Ice Cavern. 4 - At the bottom of the Zora's Fountain lake.
Lake Hylia: 3	1 - Catch a 10-pound fish as young Link. 2 - Plant a Magic Bean near the laboratory, then return as an adult. 3 - Dive into the well in the laboratory.
Gerudo Valley: 2	1 - Use a Cucco to reach the alcove behind the waterfall. 2 - On a platform in the narrow canyon next to the waterfall, use a Cucco.
Gerudo Fortress: 2	1 - Use the Longshot to reach the roof of the fortress. 2 - Score over 1,000 points in the horseback archery game.
Desert Colossus: 1	1 - Plant a Magic Bean near the Spirit Temple, then return as an adult.

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